EXCERPT FROM

MARVEL

GUARDIANS OF THE GALAXY

THE ART OF THE GAME

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TITAN BOOKS

MARVEL'S GUARDIANS OF THE GALAXY:
THE ART OF THE GAME EXCLUSIVE MINIBOOK

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FOREWORD Jean-François Dugas *Senior Creative Director*

When it comes to giving life to characters and worlds in our games, we at Eidos Montréal like to push the envelope. We like to provoke strong reactions that, hopefully, resonate positively with you, our players. Admittedly, in the process of fleshing out the aesthetics of our games, we sometimes push too far. But when we do, we always work hard to iterate until it feels right. It's a central philosophy that guides us on the path to originality, to the main visual hooks for any project we take on.

Marvel's Guardians of the Galaxy is a game filled with twists and turns, where deep emotional moments coexist with silly ones that will trigger good laughs or, at least, lots of smiles. We wanted the art to reflect that lighthearted vibe, too, by making you explore colorful landscapes, meet crazy aliens and characters, and awaken your sense of wonder.

Lorsqu'il s'agit de donner vie aux personnages et aux mondes dans nos jeux, nous faisons tout pour repousser les limites chez Eidos Montréal. Nous aimons provoquer des réactions fortes qui, nous l'espérons, auront une résonnance positive chez vous, nos joueurs. Parfois, lorsqu'on développe l'esthétique de nos jeux, il arrive qu'on pousse trop loin. Mais lorsque c'est le cas, nous faisons en sorte de continuer le travail jusqu'à avoir quelque chose qui sonne juste. C'est l'une des philosophies clés qui nous guident sur le chemin de l'originalité, et ce pour tous les projets que l'on entreprend.

Marvel's Guardians of the Galaxy est un jeu bourré de rebondissements, dans lequel des moments très émouvants cohabitent avec des phases décalées qui vous feront rire, ou au moins sourire. Nous voulions aussi que la direction artistique reflète cet aspect léger et joyeux, en permettant d'explorer des paysages colorés, de rencontrer des personnages et des extra-terrestres fous, et en faisant appel à l'émerveillement.

Quando dobbiamo dare vita ai mondi e ai personaggi nei nostri giochi, in Eidos-Montréal amiamo spingerci oltre i limiti. Ci piace scatenare reazioni forti, sperando di suscitare nei giocatori sentimenti positivi. In effetti, durante il processo creativo per l'estetica dei nostri giochi, a volte ci

capita di esagerare. Quando lo facciamo, però, lavoriamo al massimo finché non siamo soddisfatti. È la filosofia centrale che ci guida lungo il sentiero verso l'originalità, verso le principali trovate grafiche che caratterizzano tutti i nostri progetti.

Marvel: I Guardiani della Galassia è un gioco pieno di colpi di scena, dove momenti intensi e commoventi si affiancano a sequenze spassose, capaci di strappare sorrisi e magari anche grasse risate. Volevamo che anche la componente artistica riflettesse questo approccio leggero, nell'esplorazione di paesaggi pittoreschi, negli incontri con alieni e personaggi pazzeschi, nell'esperienza di un costante senso di meraviglia.

Wenn es darum geht, den Charakteren und Welten in unseren Spielen Leben einzuhauchen, gehen wir bei Eidos Montréal gerne bis an die Grenzen. Wir wollen starke Reaktionen bei euch, unseren Spielern, provozieren, die ihr hoffentlich als positiv empfindet. Zugegeben, bei der Entstehung der Ästhetik unserer Spiele gehen wir manchmal zu weit. Aber dann arbeiten wir so lange hart daran, bis es sich richtig anfühlt. Diese zentrale Philosophie leitet uns bei jedem Projekt auf dem Pfad der Originalität bis hin zum endgültigen visuellen Look.

Marvel's Guardians of the Galaxy ist ein Spiel voller Wendungen, in dem sich hochemotionale Momente mit Albernheiten abwechseln, die euch zum Lachen oder zumindest zum Schmunzeln bringen sollen. Wir wollten, dass das Design diese Unbeschwertheit wiederspiegelt – ihr werdet farbenfrohe Landschaften erkunden sowie verrückte Aliens und Charaktere kennenlernen, die euch in eine andere Welt entführen und staunen lassen sollen.

En Eidos-Montréal nos gusta traspasar los límites a la hora de dar vida a los personajes y mundos de nuestros juegos. Nos gusta provocar potentes reacciones que, con suerte, repercutan de manera positiva en vosotros, nuestros jugadores. No negaremos que a veces nos pasamos un poco de la raya durante el proceso de creación de la estética de nuestros juegos. Pero cuando eso pasa, siempre nos esforzamos por seguir trabajando hasta que damos en el clavo. Esa es la filosofía fundamental que nos guía por el camino hacia la originalidad, hasta conseguir los principales ganchos visuales en cualquier proyecto en el que nos embarcamos.

Marvel: Guardianes de la Galaxia es un juego lleno de giros y sorpresas, en el que los momentos más profundos y emotivos conviven con escenas absurdas que os harán reír o, al menos, sonreír. Queríamos que ese ambiente alegre se reflejase también en el arte, haciendo que exploréis paisajes coloridos, conozcáis a extraterrestres y personajes alocados, y despertéis vuestro sentido de la curiosidad.

FOREWORD Bill Rosemann *VP, Creative, Marvel Games*

What began as a meeting of fans—of each other and the characters—grew into a multi-year collaboration that, like Groot himself, started with a seed of an idea and bloomed into the mighty tree with its endless branches of glorious visuals, sounds, characters, technology, and worlds. Diving into the vault of comic books, animation, and films, the Eidos-Montréal team absorbed the very marrow of the Guardians, internalized it in their minds and souls, and then—with great respect but also a touch of rebellion—crafted a version of our scrappy crew that is instantly recognizable yet surprisingly unique.

Marvel's Guardians of the Galaxy is the full-throttle, jaw-dropping, rib-tickling, leg-slapping, mind-expanding rock 'n' roll saga blasting forth direct from the visionaries at Eidos-Montréal. It is in turns fun, scary, challenging, hilarious, dramatic, thrilling, and wild.

Ce qui a débuté comme une rencontre entre fans (des créateurs et des personnages) s'est transformé en une collaboration de plusieurs années. Comme Groot, l'idée a commencé au stade de graine, puis s'est développée en un arbre puissant aux branches infinies de magnifiques graphismes, sons, personnages, technologies et mondes. L'équipe d'Eidos Montréal s'est plongée dans les comics, les séries d'animation et les films pour absorber l'essence même des Gardiens, et ensuite, avec un grand respect mais aussi une pointe de rébellion, a créé une version de notre équipage bagarreur qu'on reconnaît immédiatement, tout en restant étonnamment unique.

Marvel's Guardians of the Galaxy est une saga rock'n'roll stupéfiante, hilarante, exubérante et hallucinante, qui débarque à fond la caisse en direct de chez les visionnaires du studio Eidos Montréal. Elle est à la fois drôle, flippante, exigeante, délirante, dramatique, palpitante et complètement folle.

Ciò che è iniziato come un incontro tra fan, gli uni degli altri e dei vari personaggi, si è poi trasformato in una collaborazione pluriennale che, proprio come Groot, è nata dal seme di un'idea per germogliare in un possente albero dalle infinite ramificazioni, con grafica, sonoro, personaggi, tecnologia e mondi magnifici. Immergendosi in uno scrigno del tesoro colmo di fumetti, serie animate e film, il team di Eidos-Montréal ha assorbito l'essenza dei Guardiani, l'ha interiorizzata nella mente e nell'anima e ha creato, con profondo rispetto e un pizzico di impertinenza, una versione unica ma immediatamente riconoscibile di questa banda sconclusionata.

Marvel: I Guardiani della Galassia è un'inarrestabile, stupefacente, divertente, esilarante e psichedelica epopea rock and roll realizzata dai visionari di Eidos-Montréal. È un'opera che sa essere di volta in volta spassosa, spaventosa, stimolante, spumeggiante, drammatica, emozionante e frenetica.

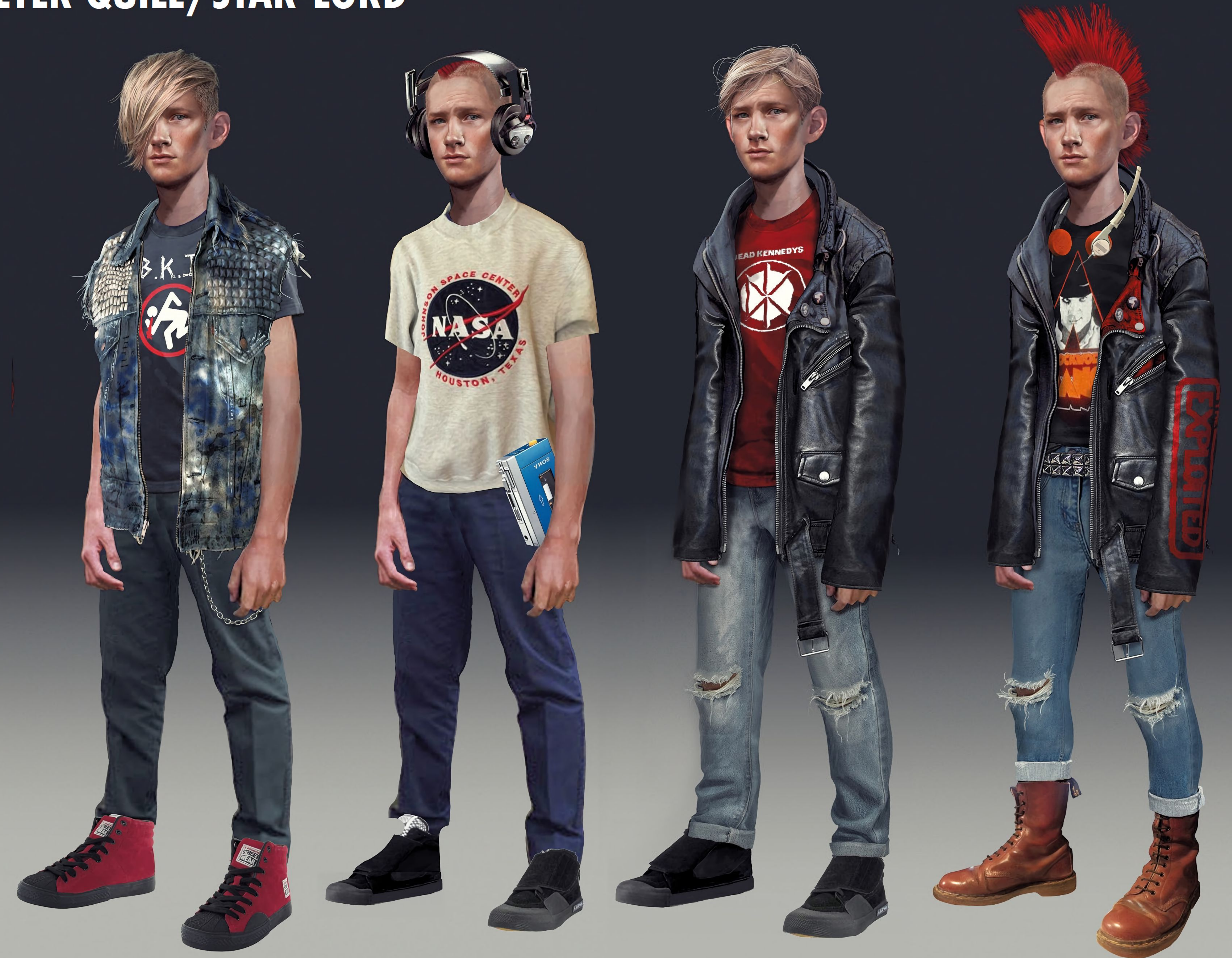
Was als Treffen von Fans begann – voneinander und den Charakteren – hat sich zu einer mehrjährigen Zusammenarbeit entwickelt, die wie Groot als Samen einer Idee begann und nun zu einem gewaltigen Baum mit zahllosen Ästen voller prächtiger Grafik, Sounds, Charaktere, Technologie und Welten geworden ist. Das Team von Eidos-Montréal ist tief in die Welt der Comics, Animations- und Realfilme eingetaucht, um den Kern der Guardians aufzusaugen, in Geist und Seele zu verinnerlichen und dann – mit großem Respekt, aber auch einem Hauch von Rebellion – eine Version unserer kampflustigen Crew zu erschaffen, die sofort erkennbar und doch überraschend einzigartig ist.

Marvel's Guardians of the Galaxy ist Vollgas, bis der Kiefer fällt, ein Schenkelklopfer, eine Rock-'n'-Roll-Saga, die die Vorstellungskraft sprengt, und sie kommt direkt von den Visionären bei Eidos-Montréal. Sie ist abwechselnd unterhaltsam, unheimlich, herausfordernd, zum Brüllen komisch, dramatisch, aufregend und wild.

Lo que empezó como un encuentro entre fans (de nuestro trabajo y de los personajes) se convirtió en una colaboración de varios años que, al igual que Groot, comenzó siendo tan solo una semilla que germinó en un árbol imponente con ramas infinitas de elementos visuales, sonidos, personajes, tecnología y mundos gloriosos. El equipo de Eidos-Montréal se zambulló de lleno en los diversos cómics, obras de animación y películas para absorber e interiorizar la esencia de los Guardianes, y así — con todo el respeto posible y una pizquita de rebeldía — crear una versión de nuestra tripulación de camorristas que fuese reconocible a simple vista, pero también sorprendentemente única.

Marvel: Guardianes de la Galaxia os ofrece la misma emoción, risas y rock'n'roll de siempre de la mano de los visionarios de Eidos-Montréal. Es un juego divertido, aterrador, exigente, descacharrante, dramático, emocionante y salvaje. Todo en uno.

PETER QUILL/STAR-LORD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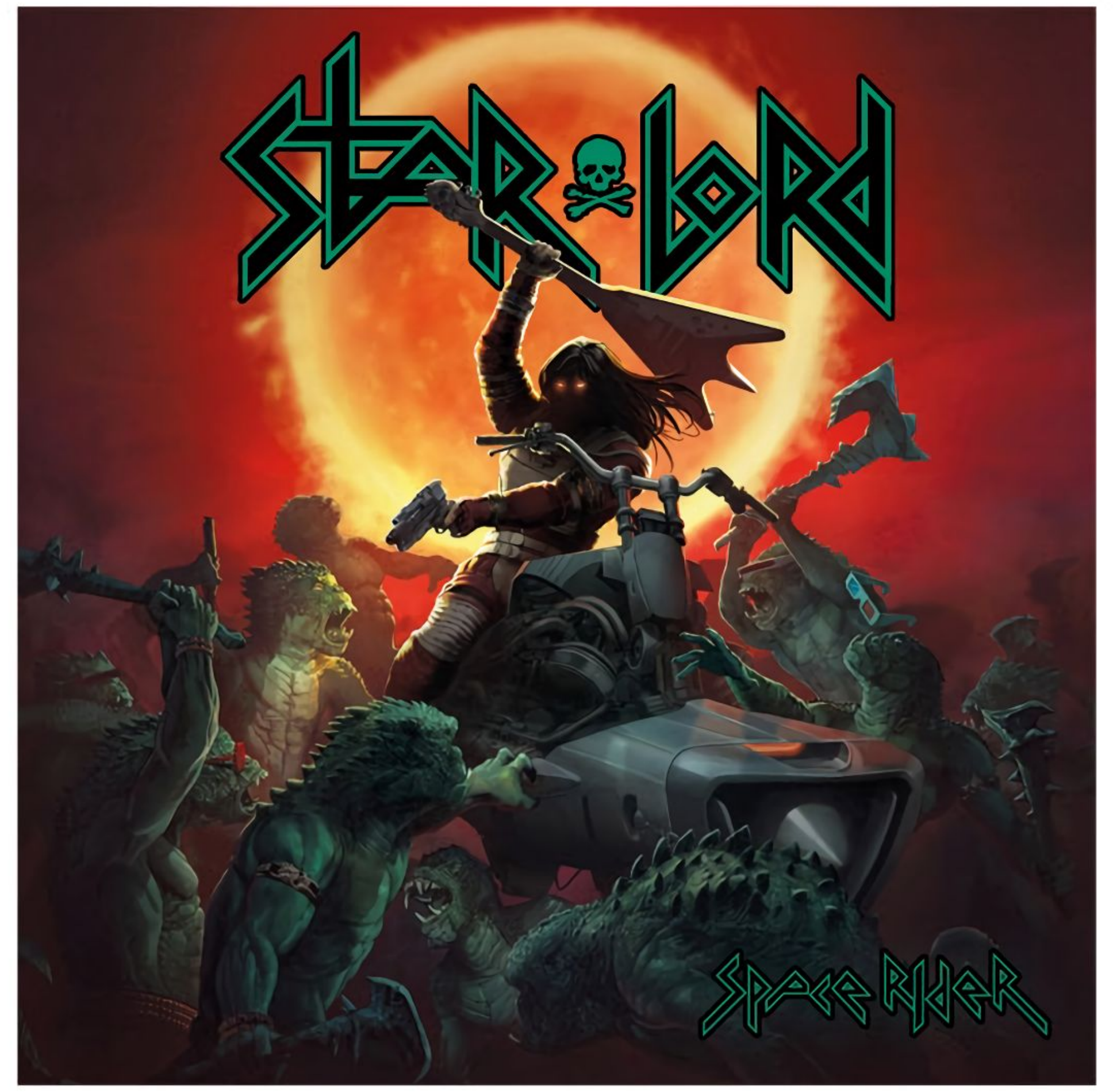
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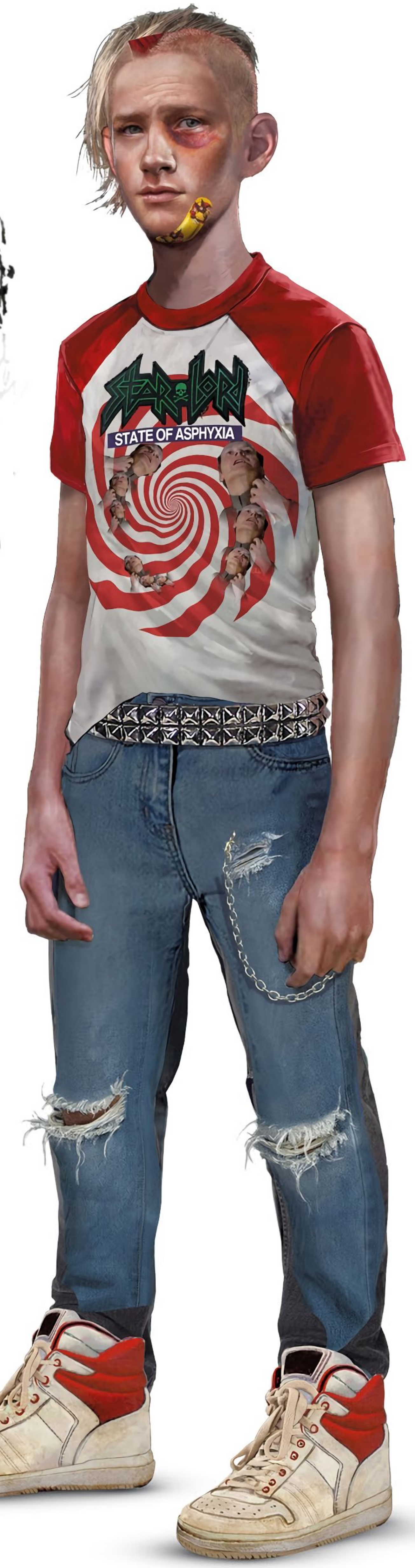
SPACE RIDER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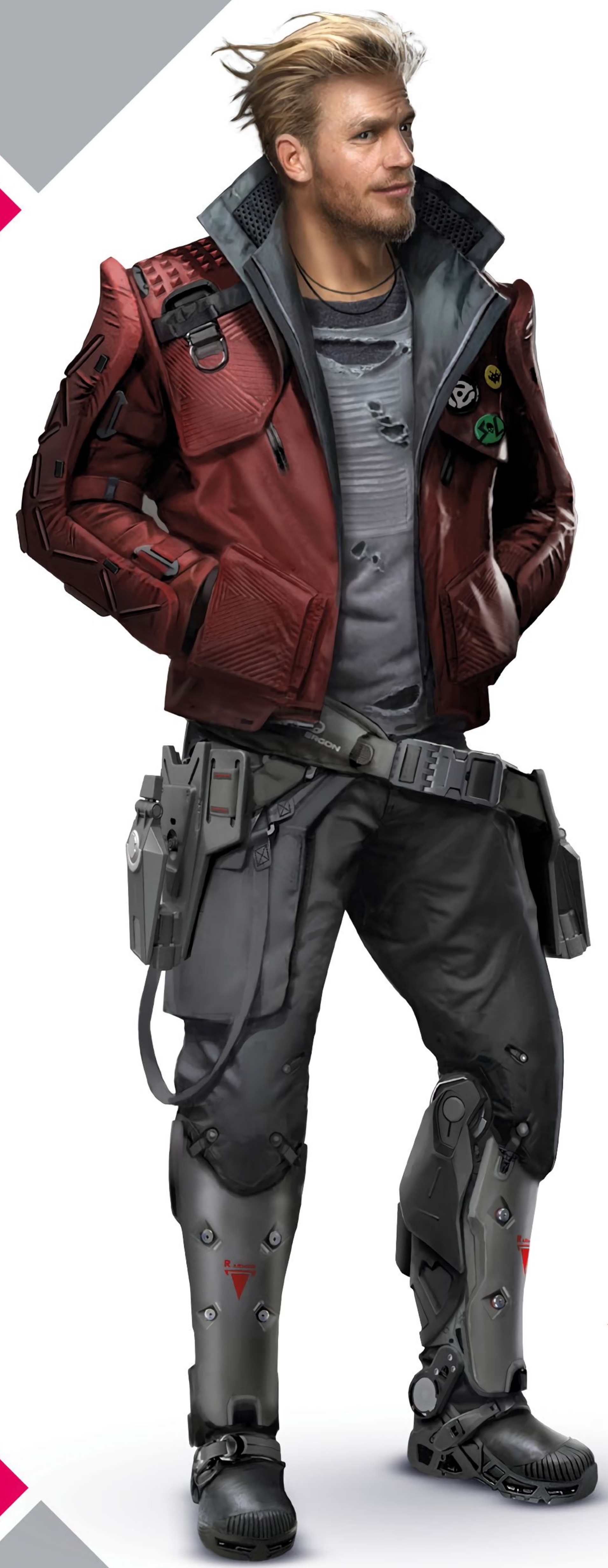

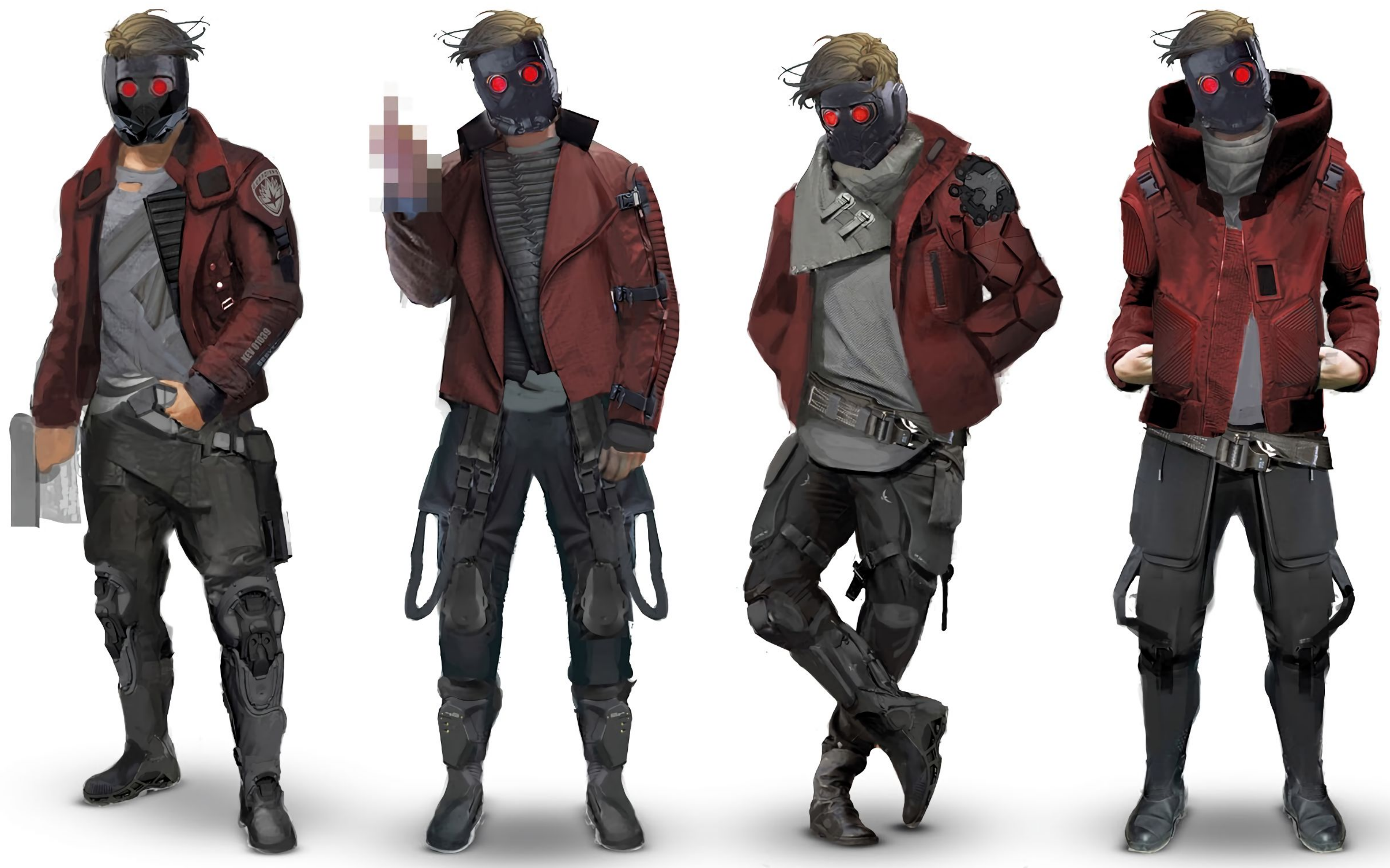

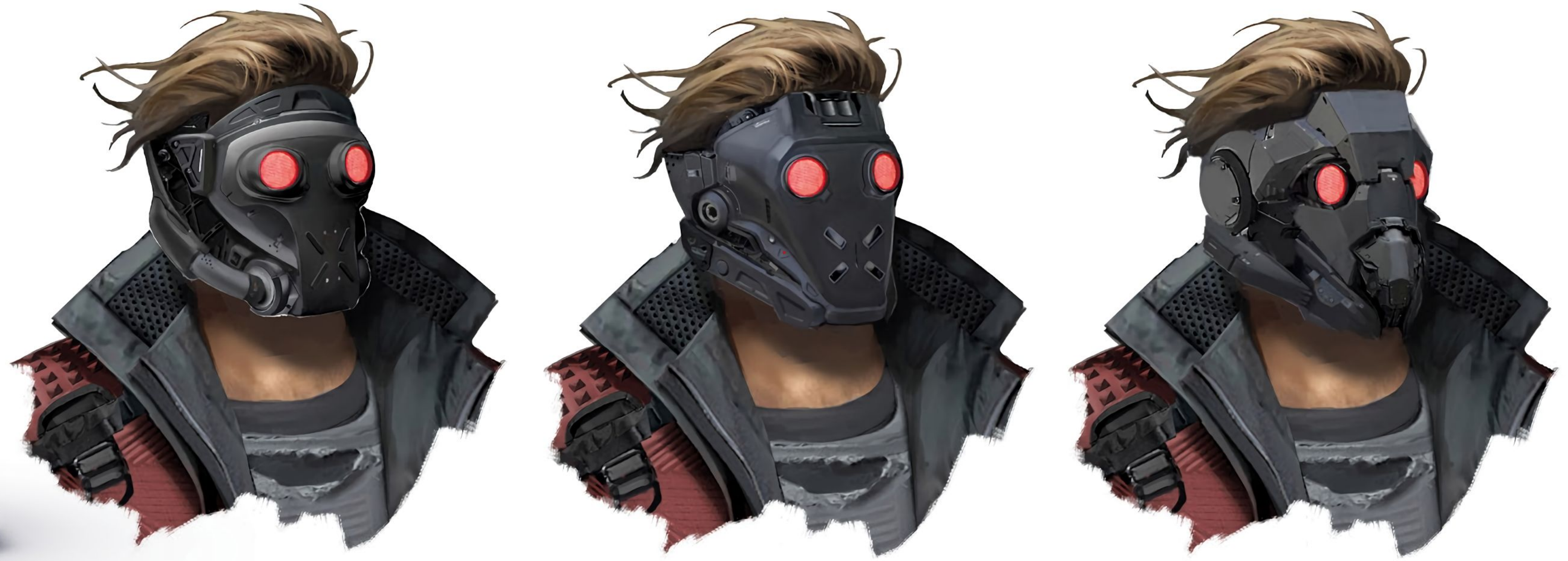

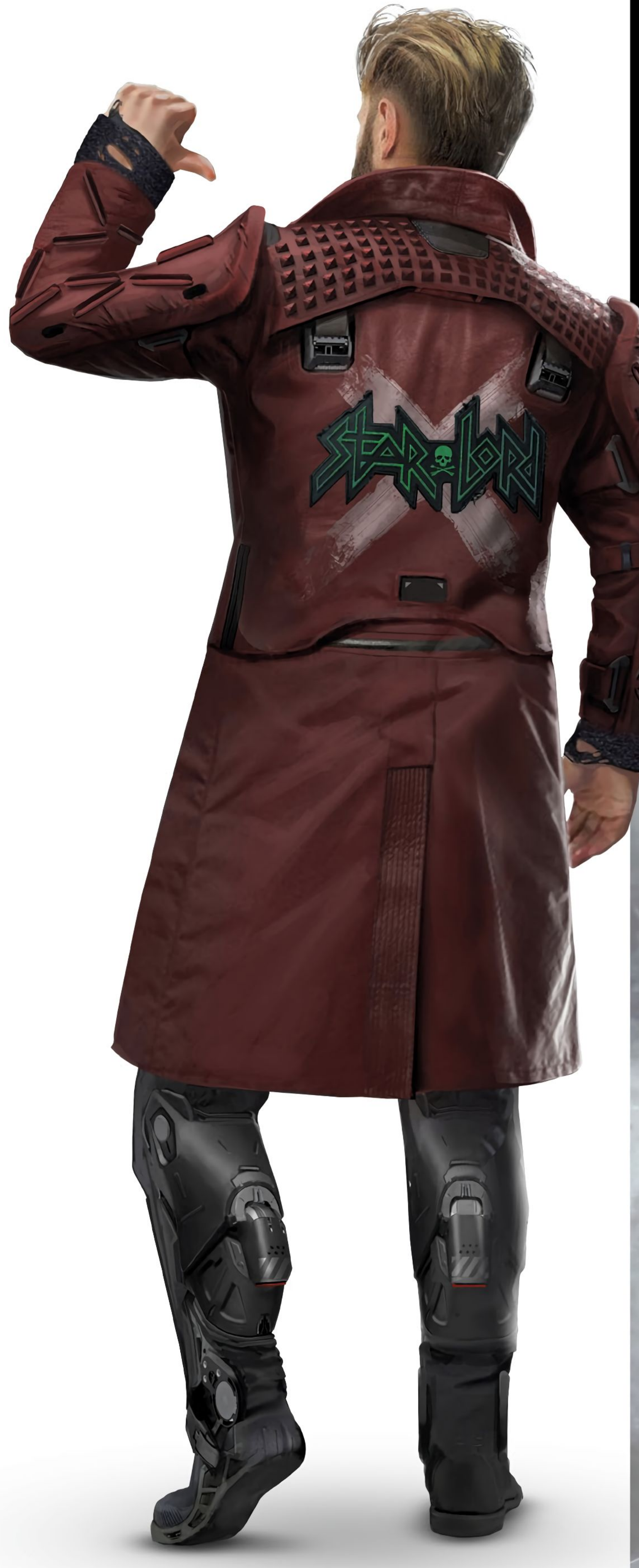

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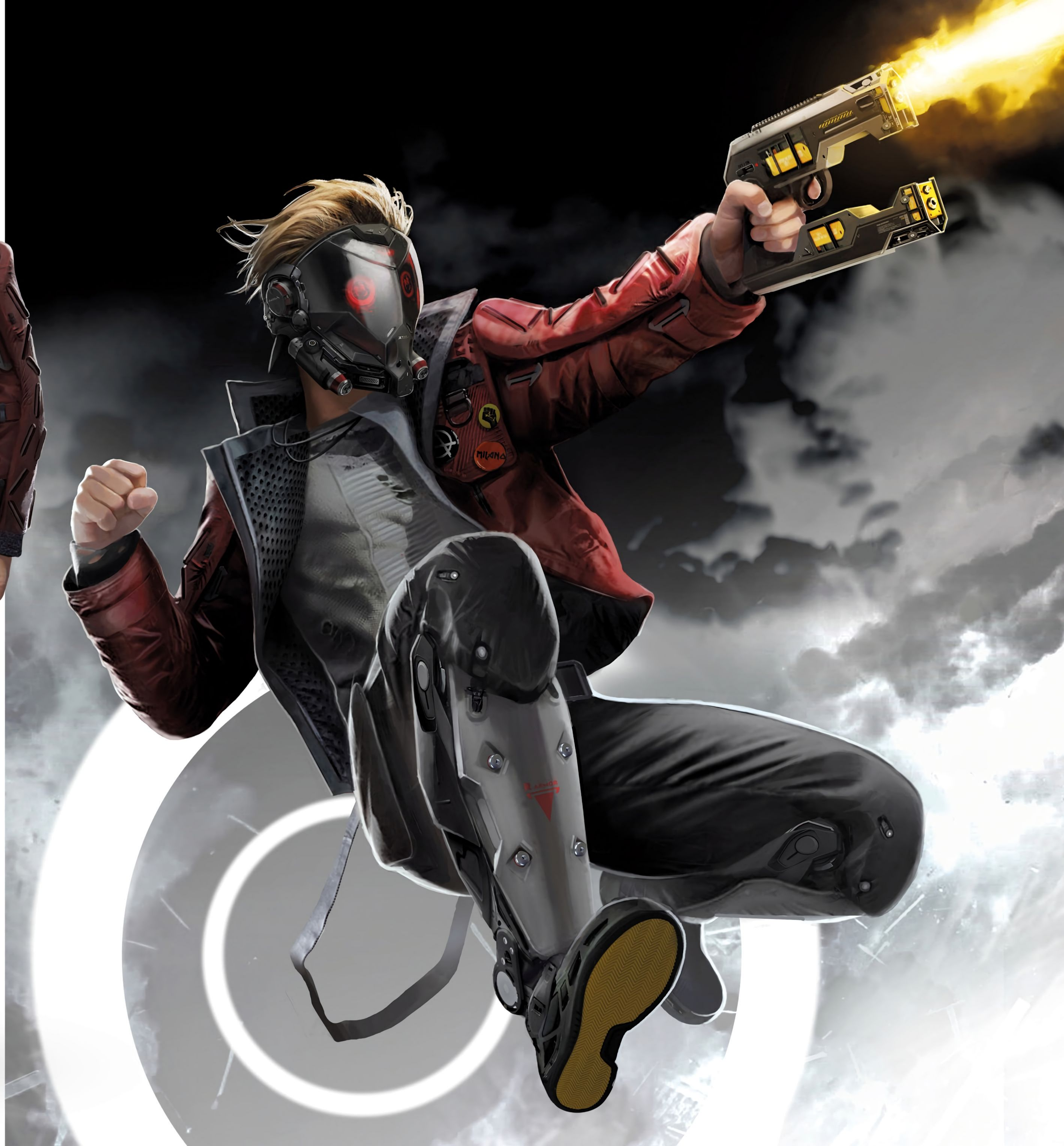
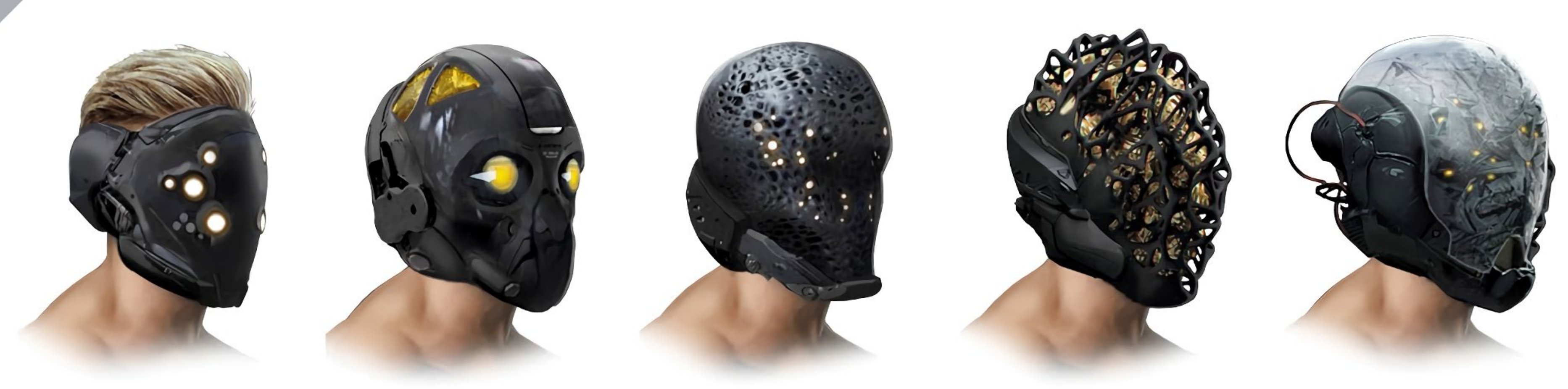
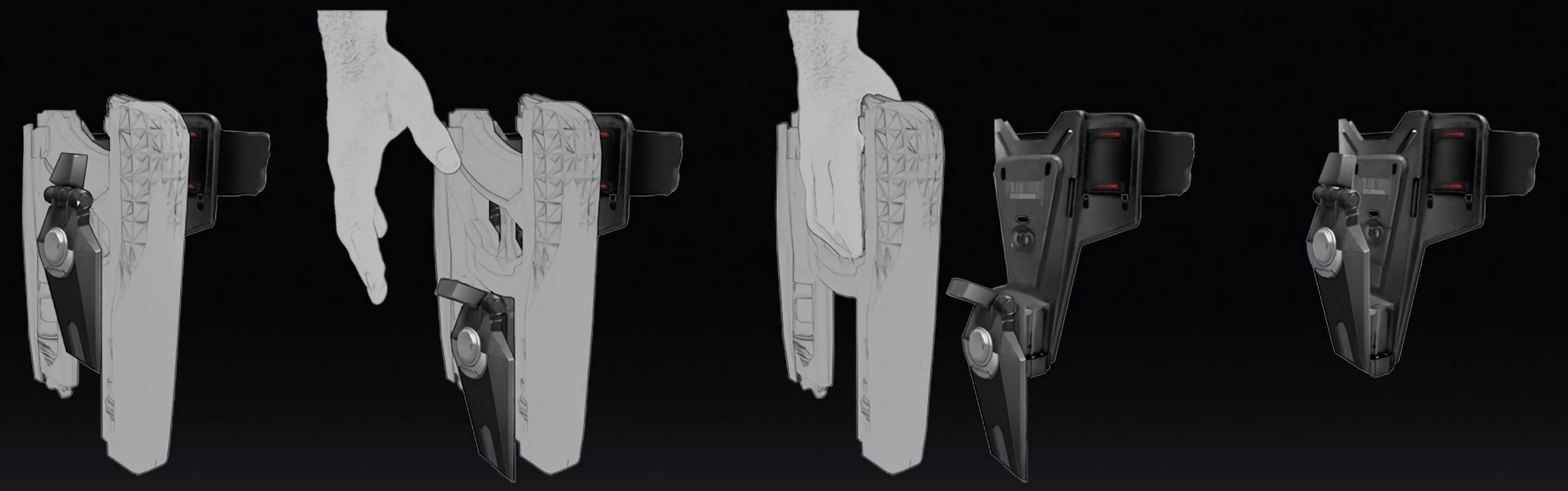
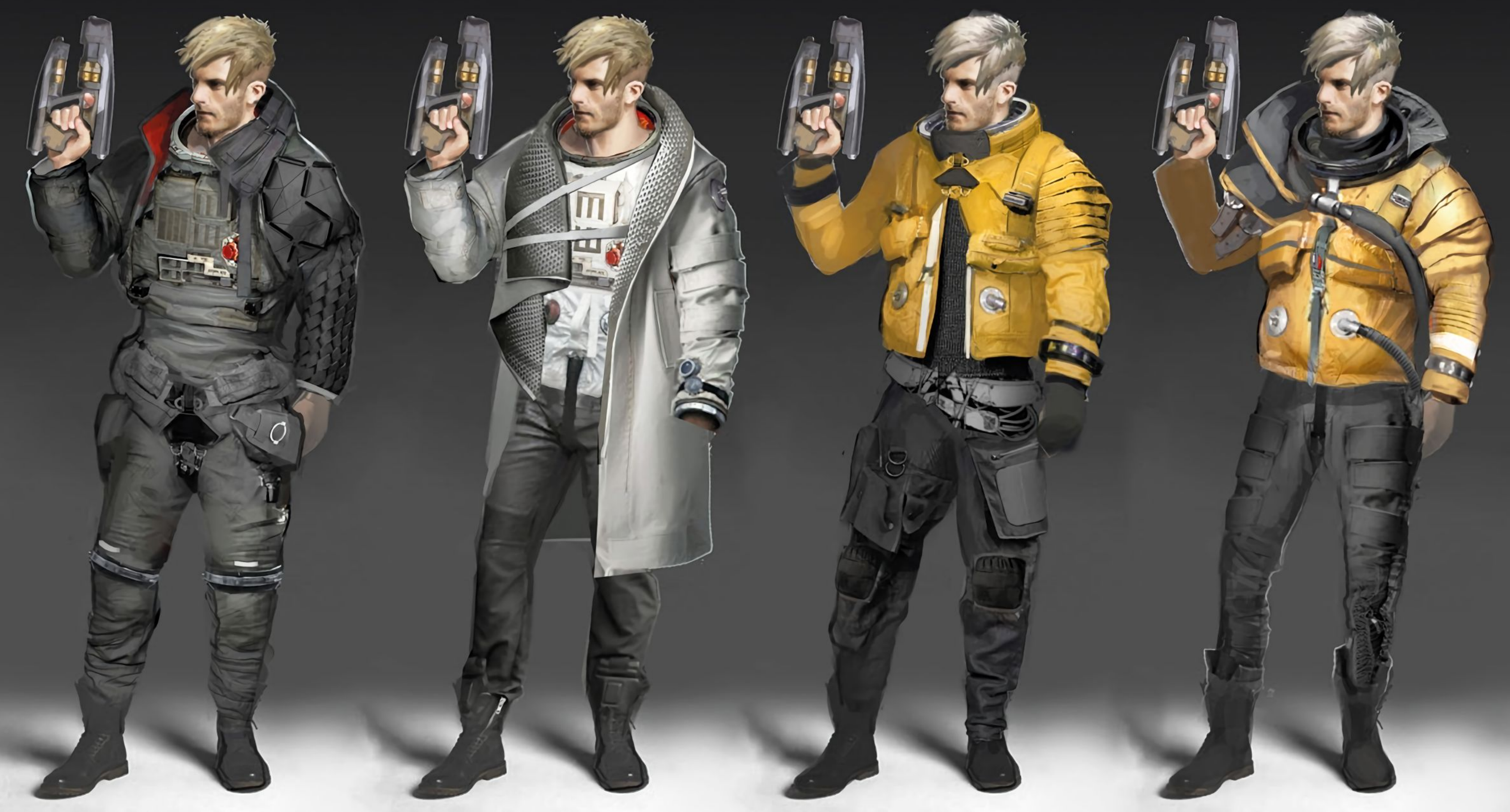
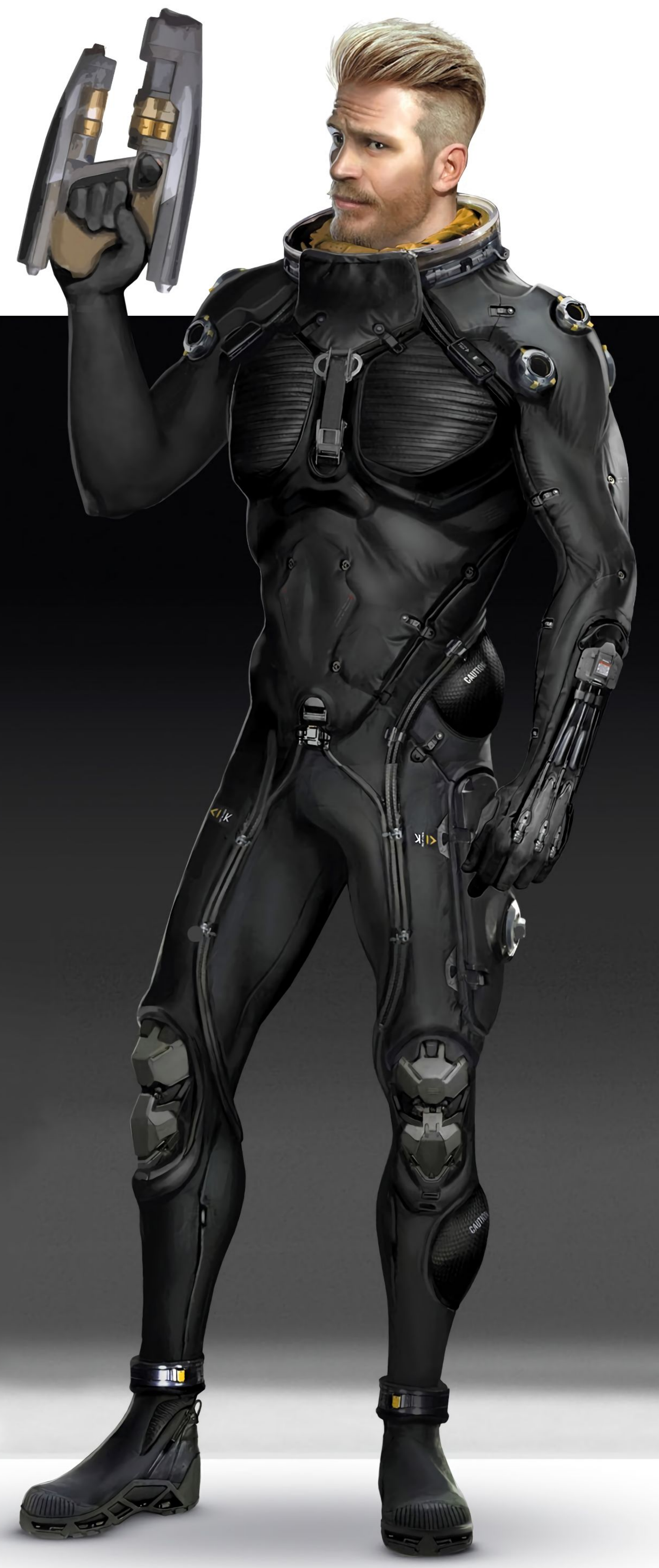
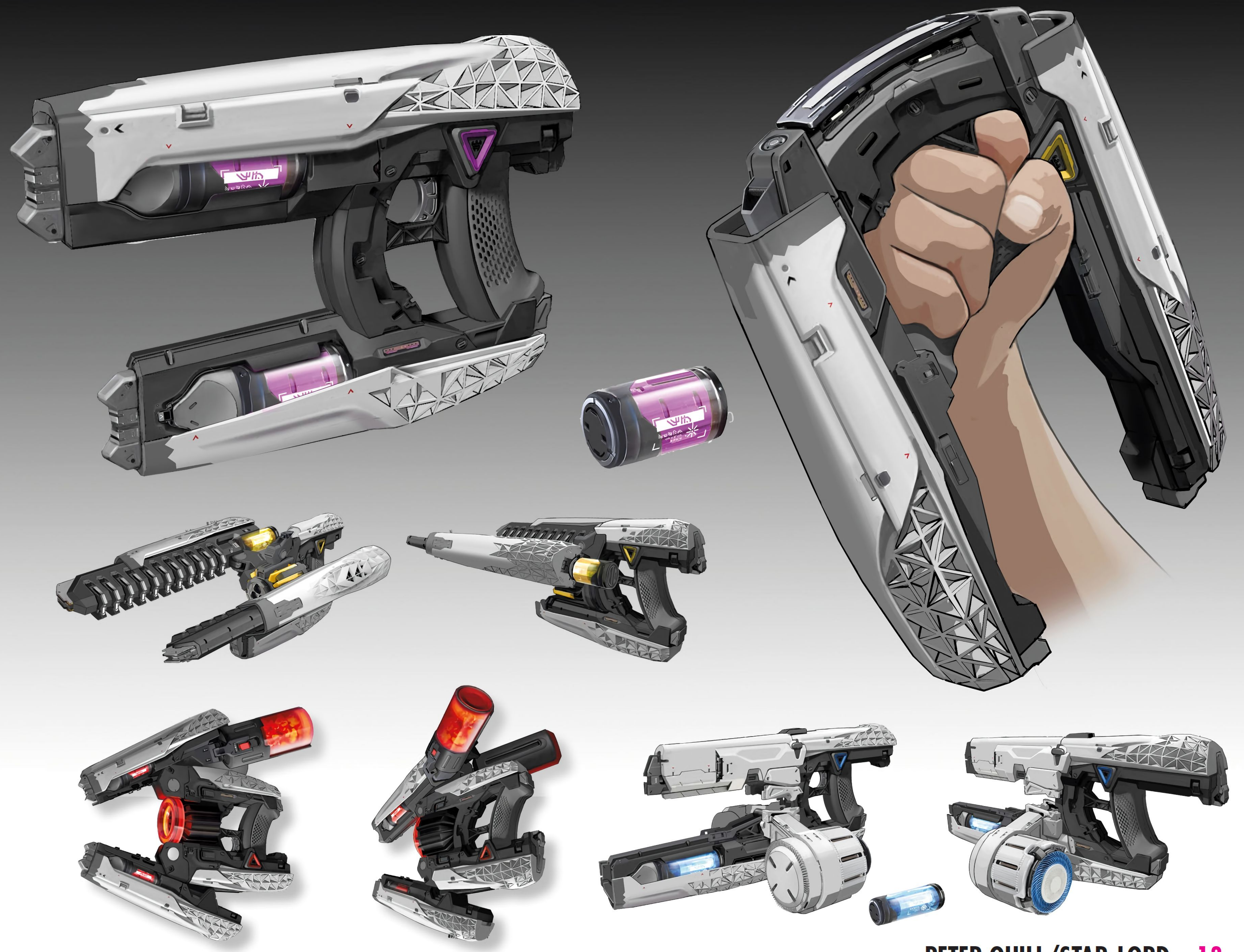






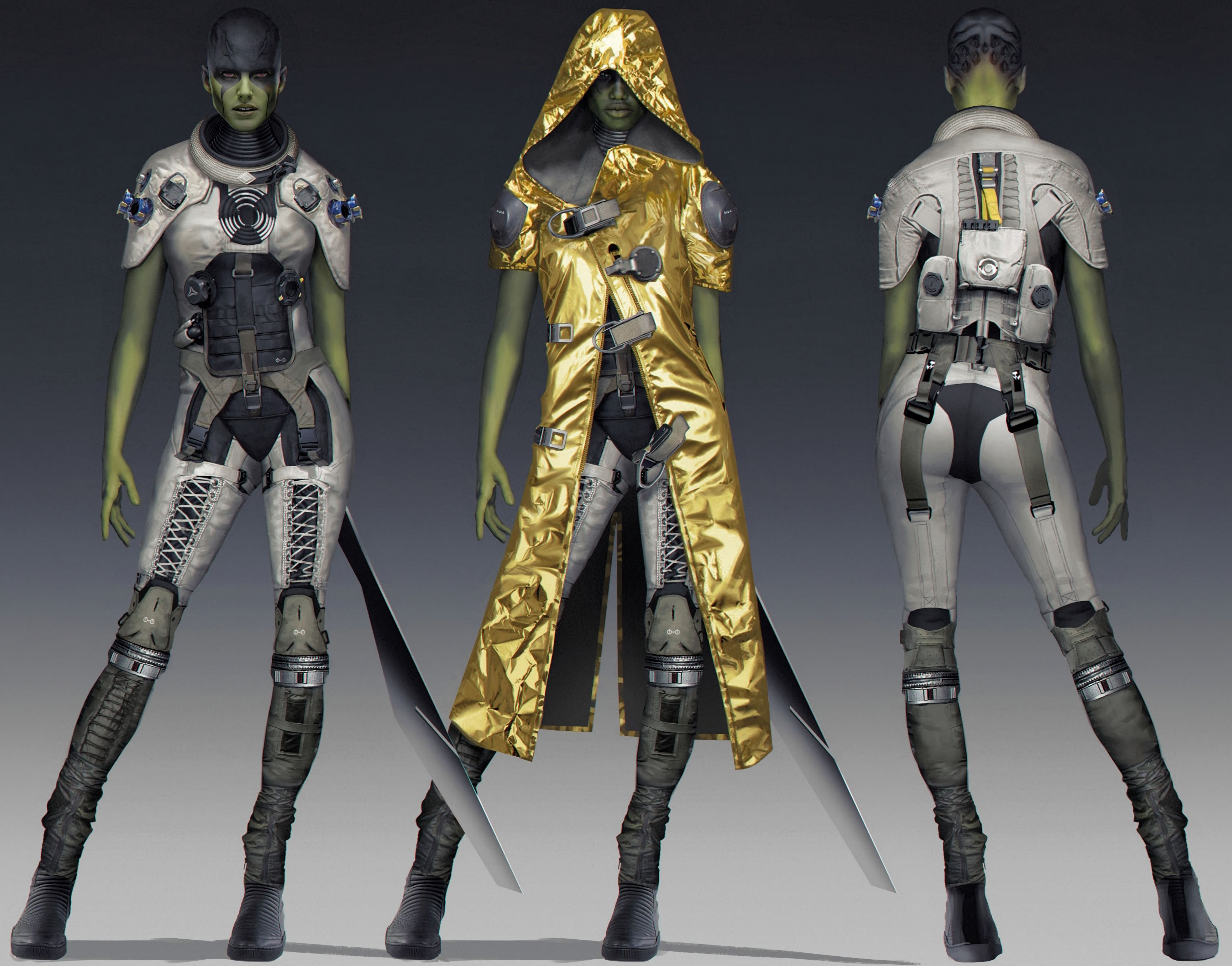






DRAX

GAMORA



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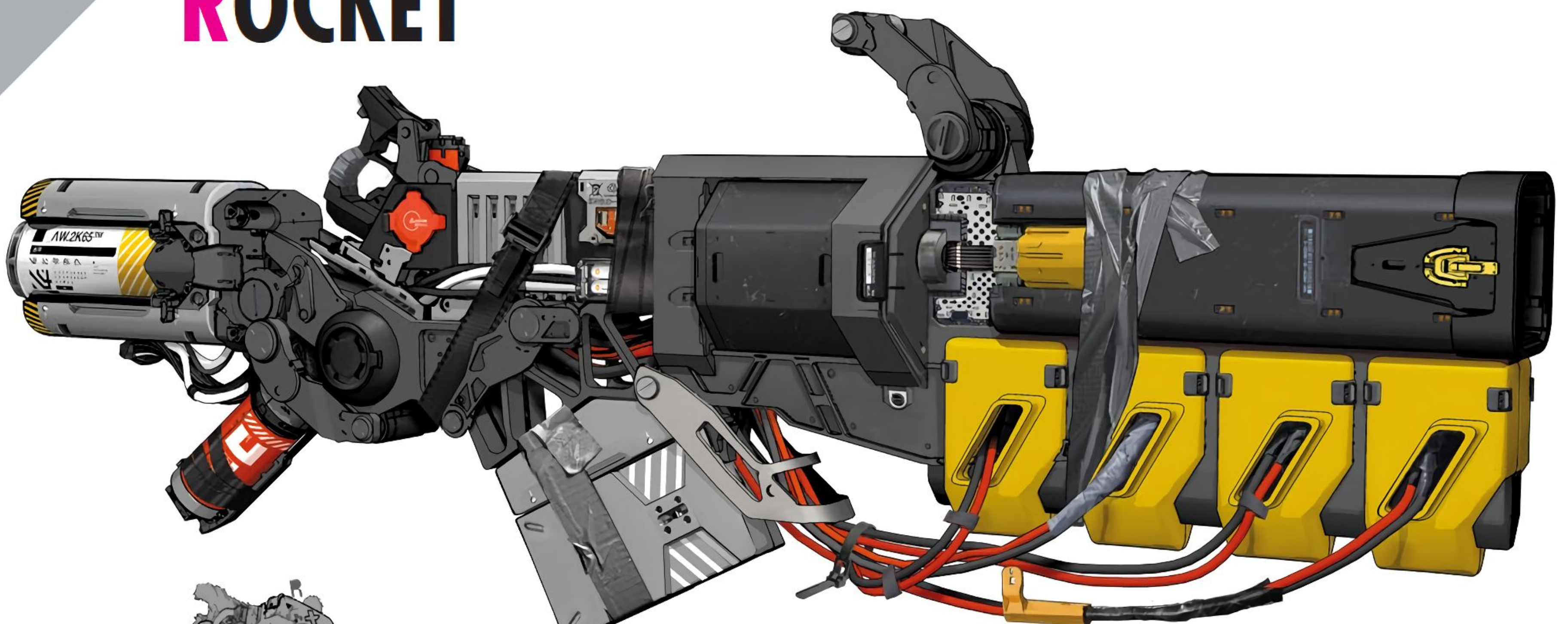

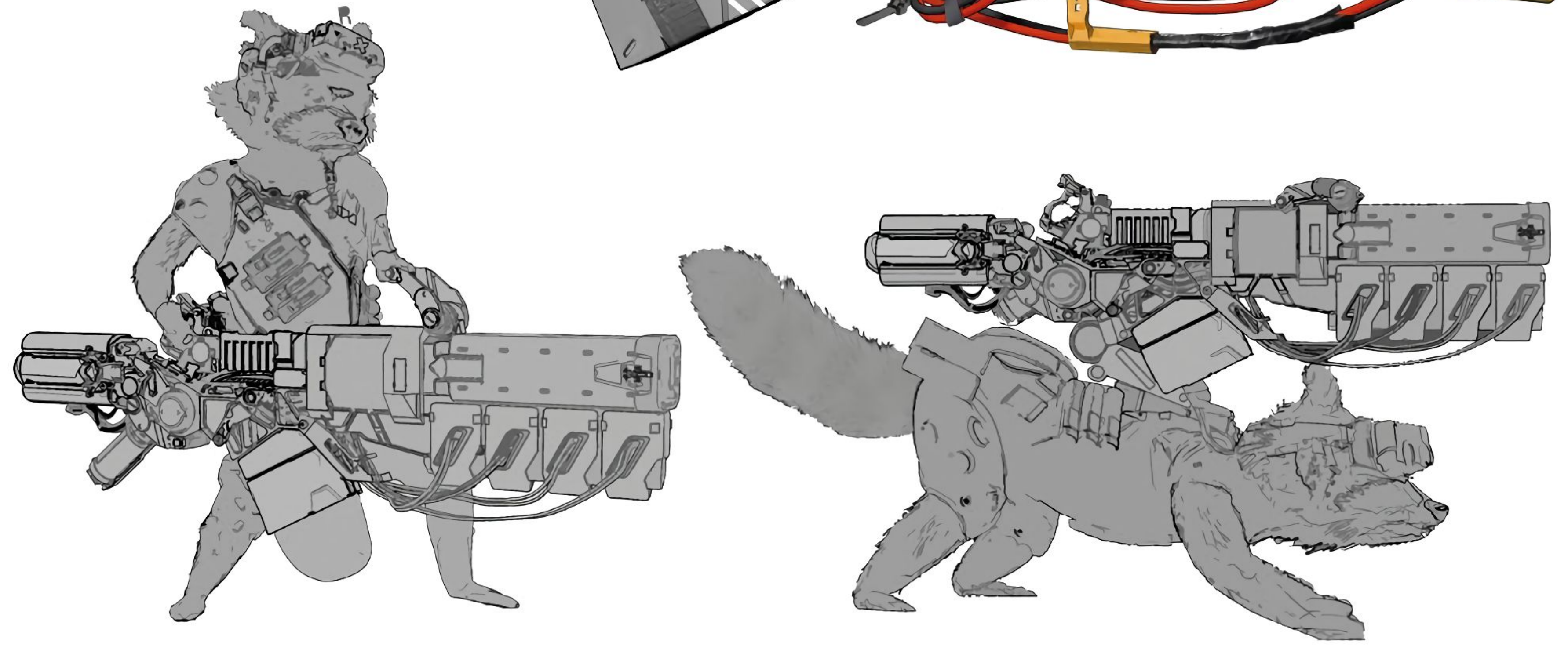

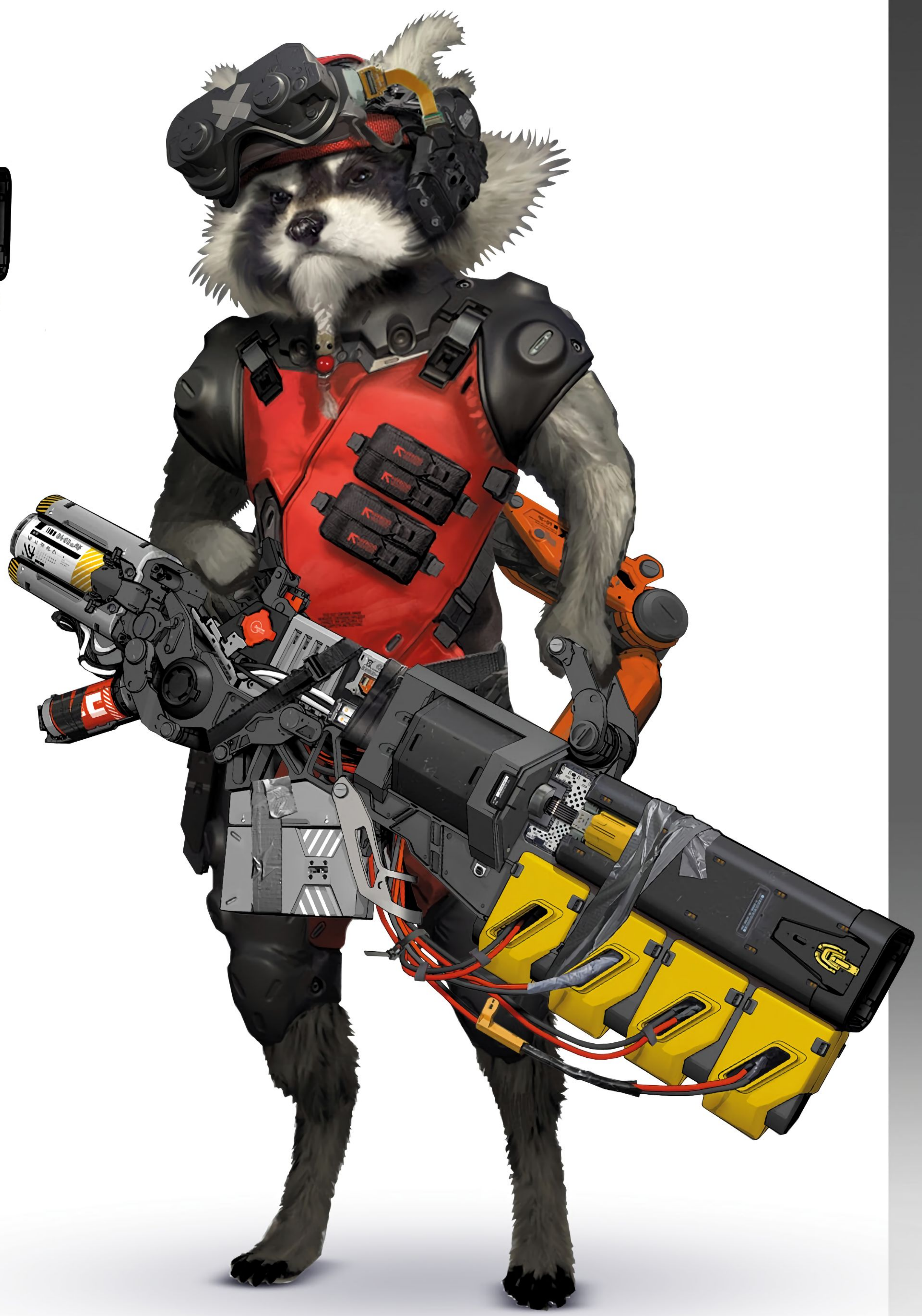

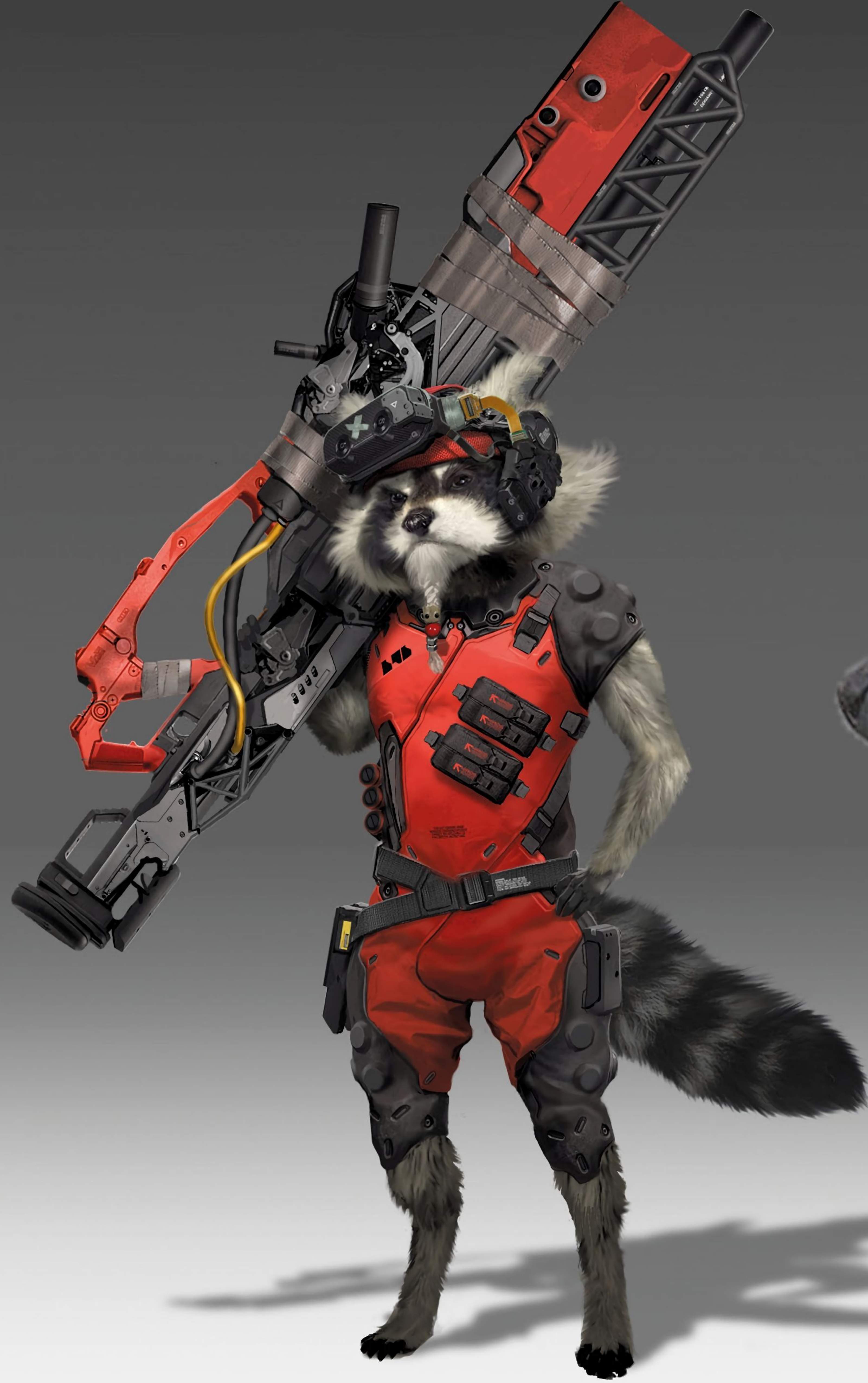

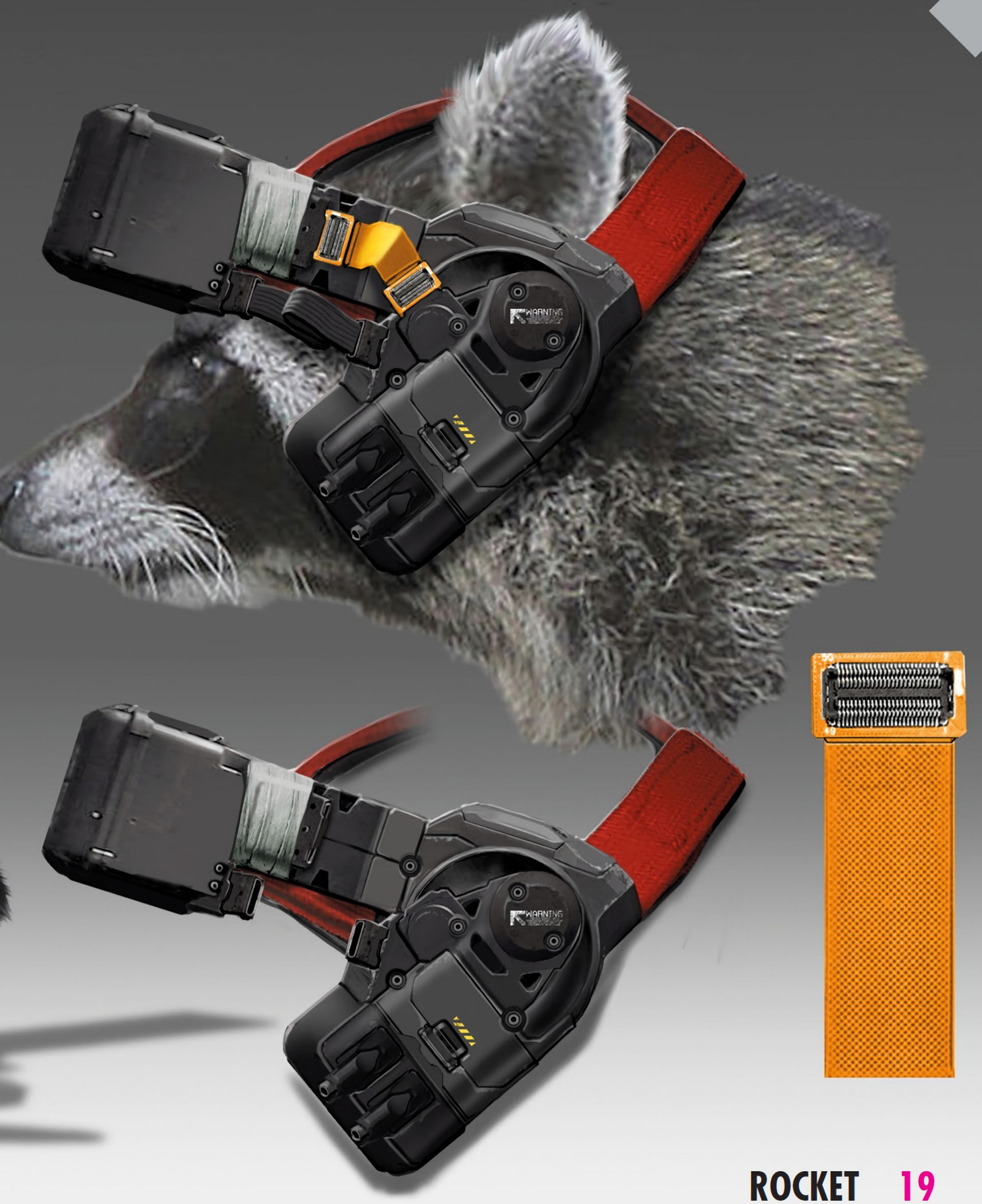

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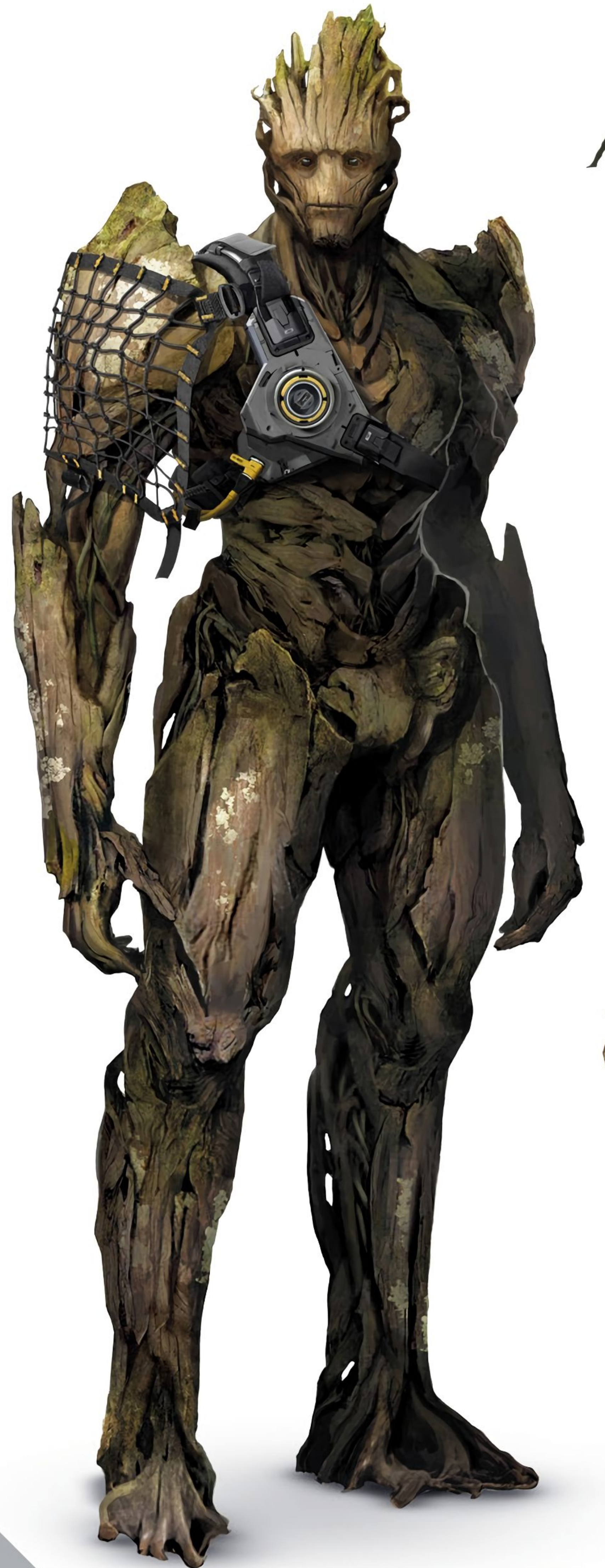

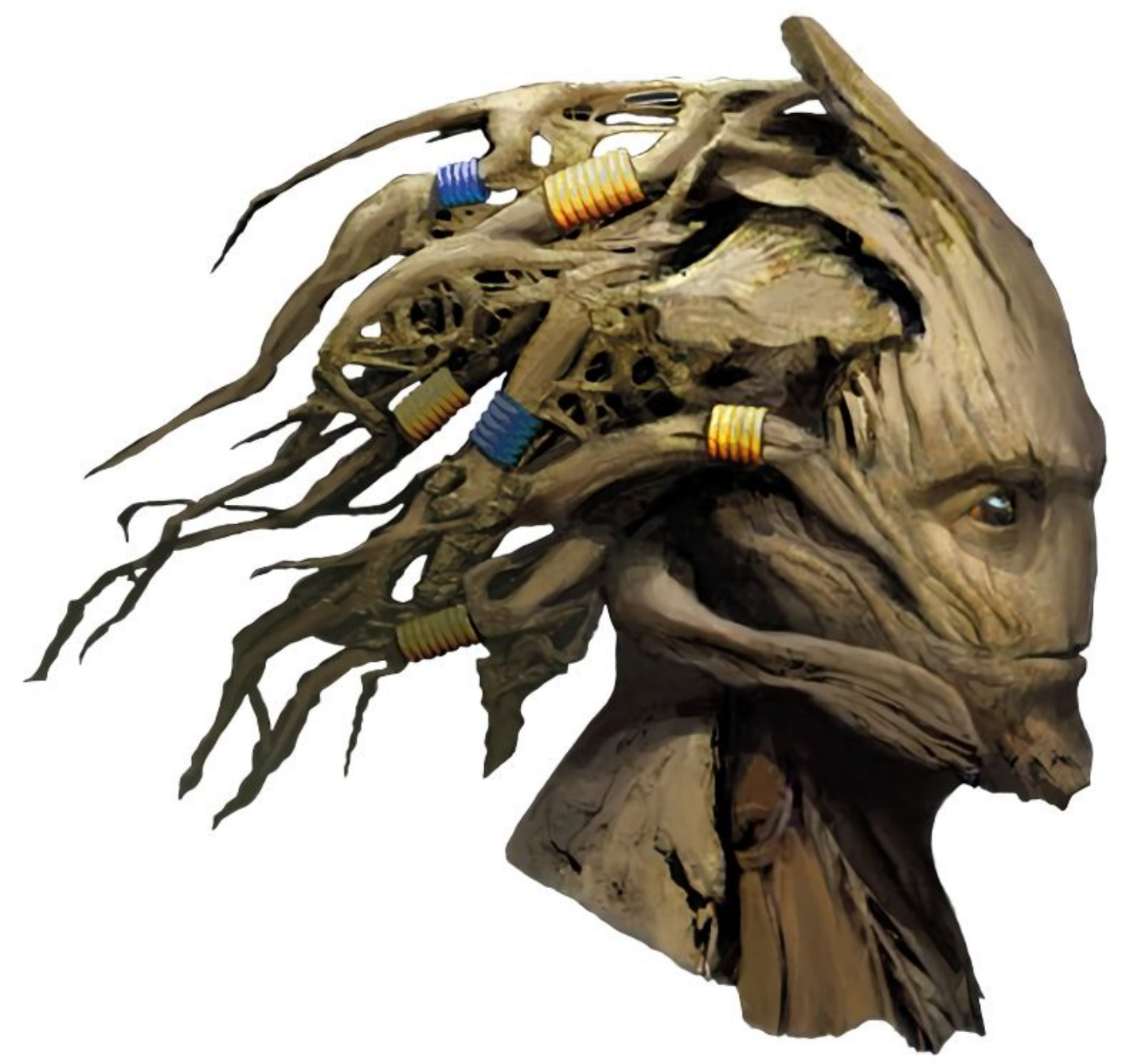

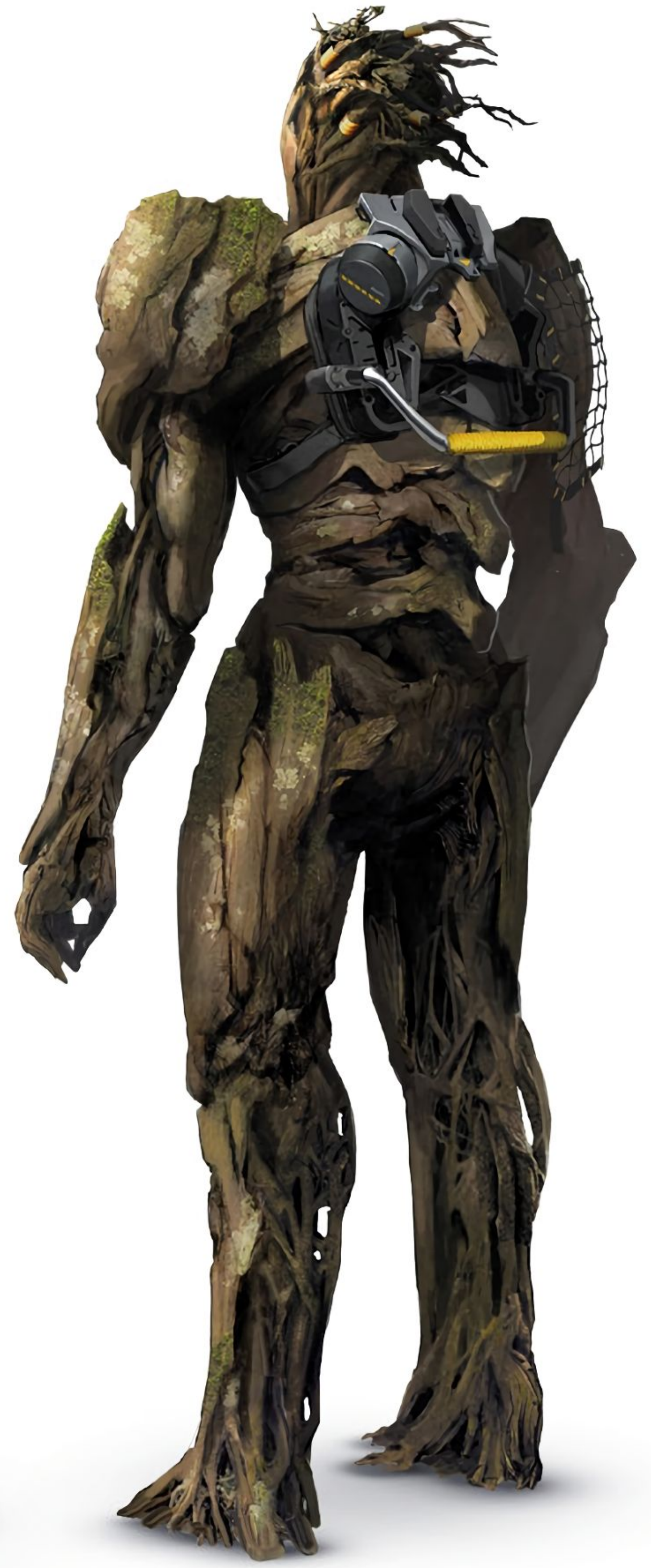

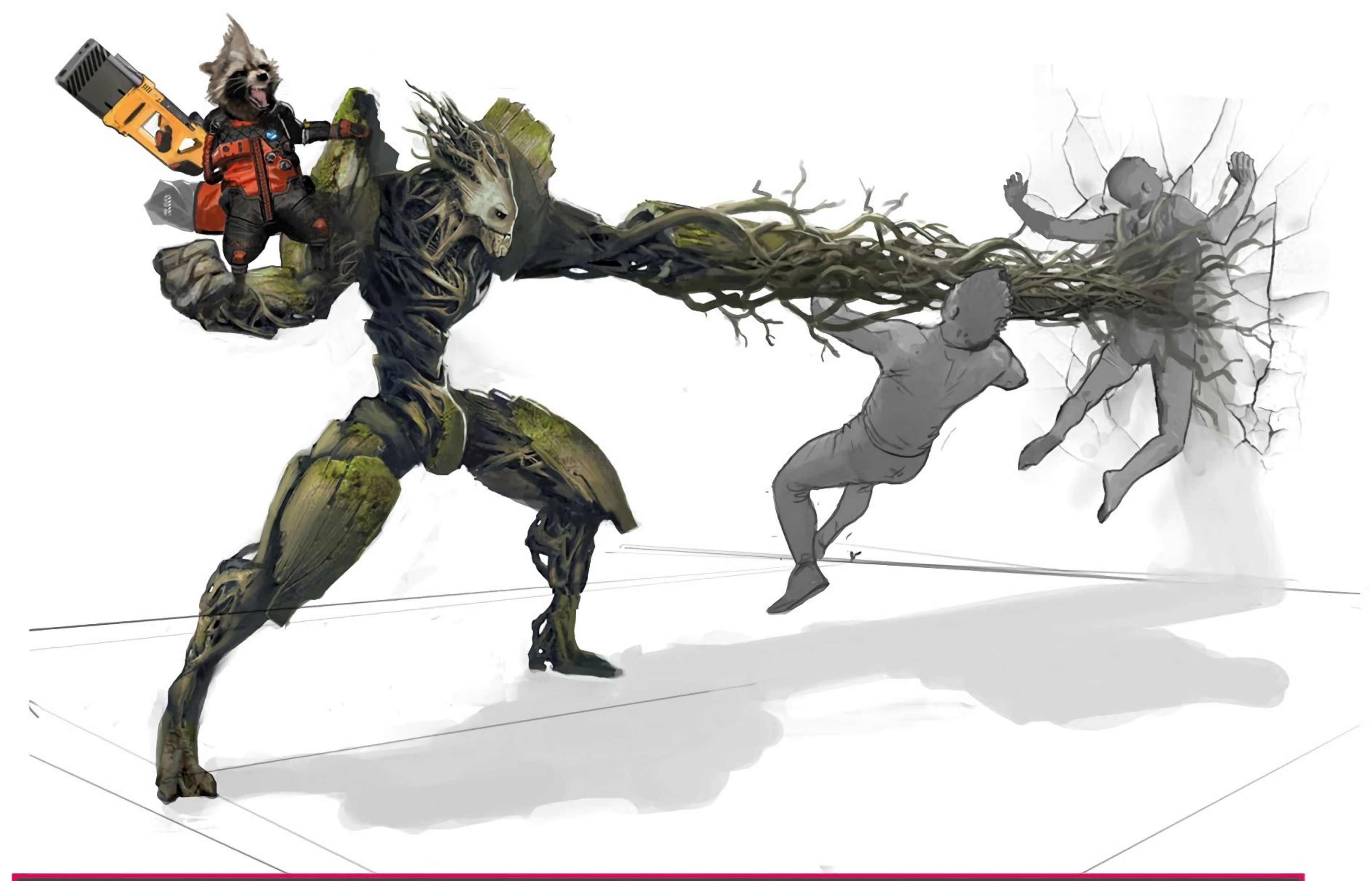

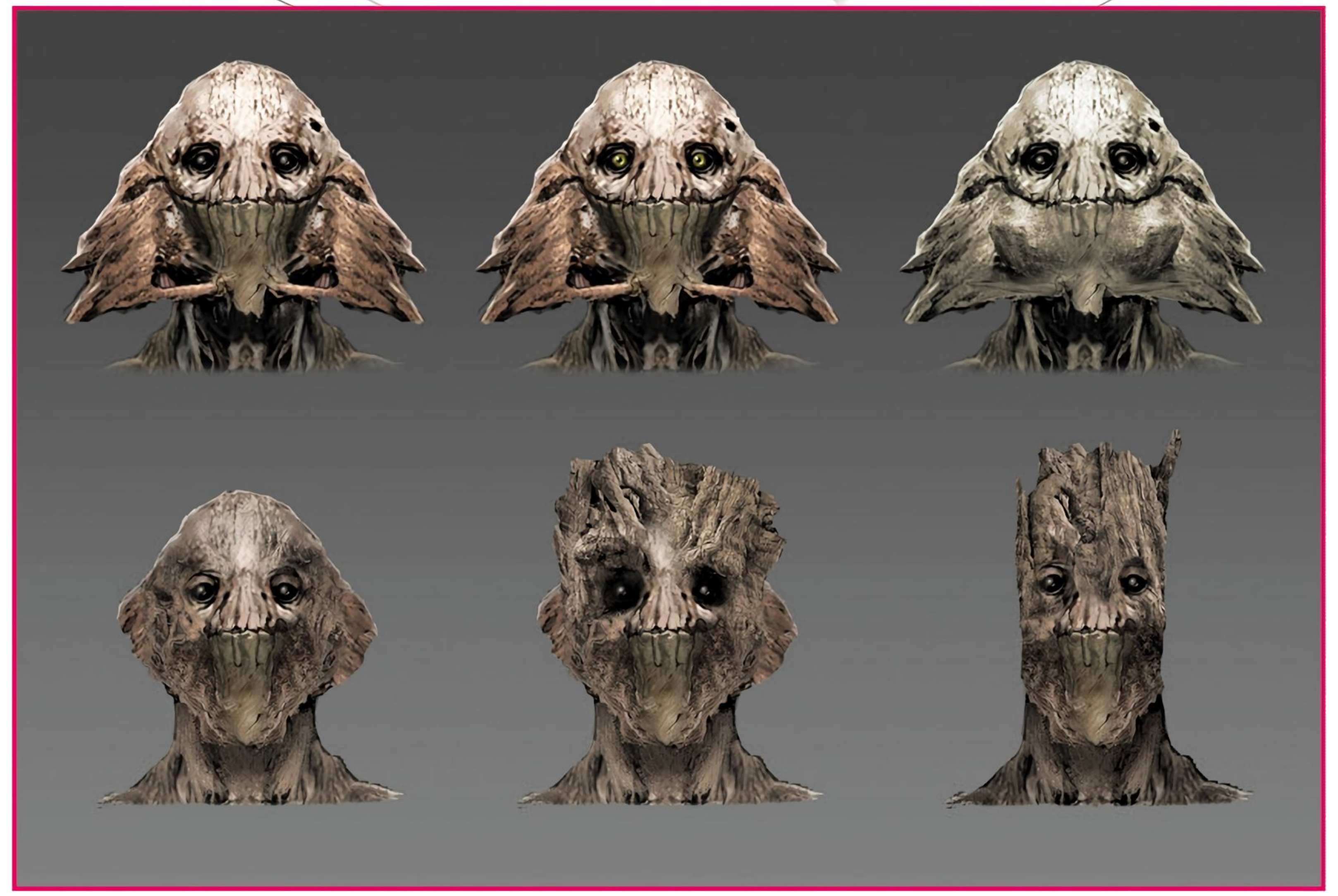

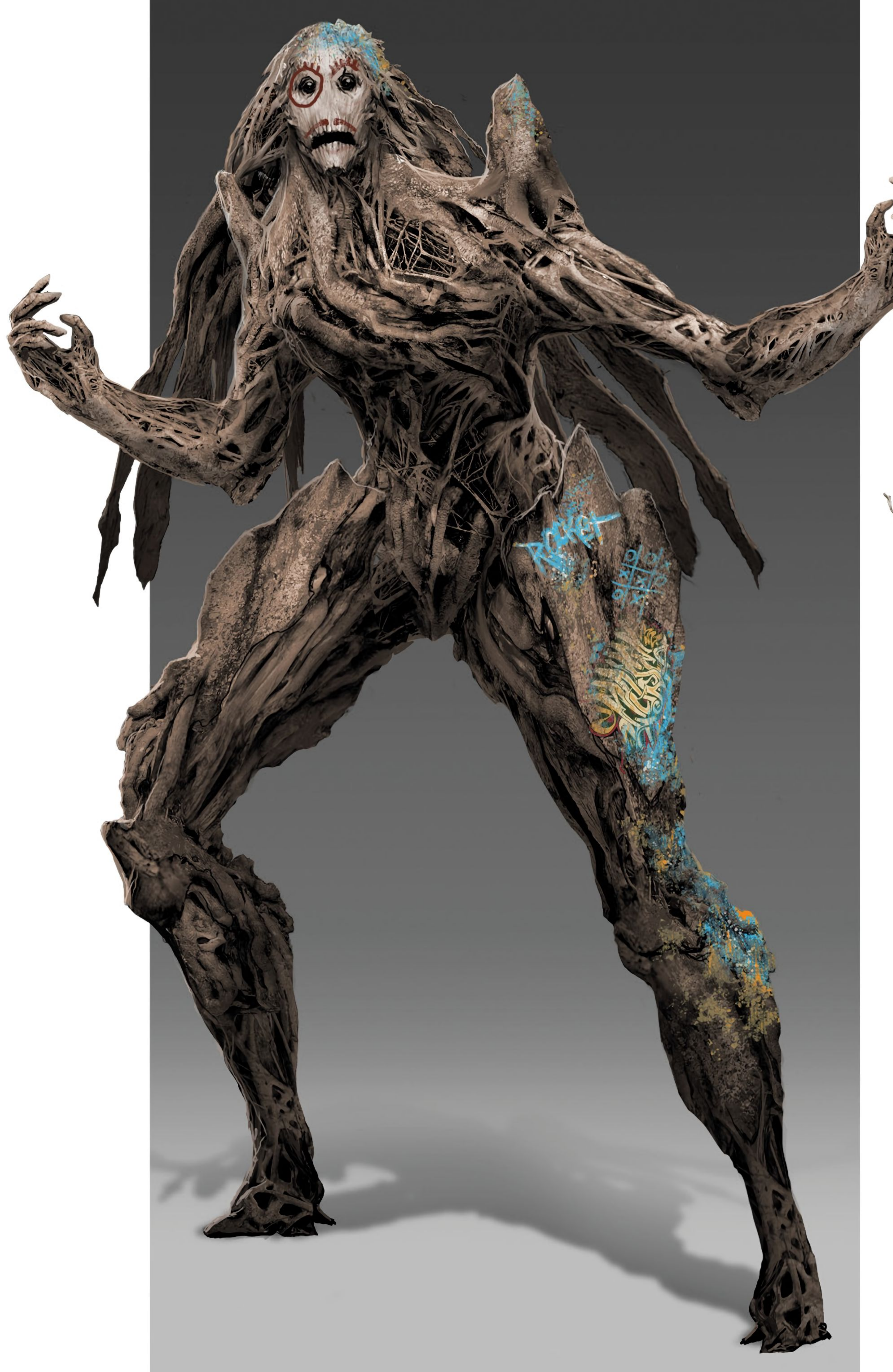

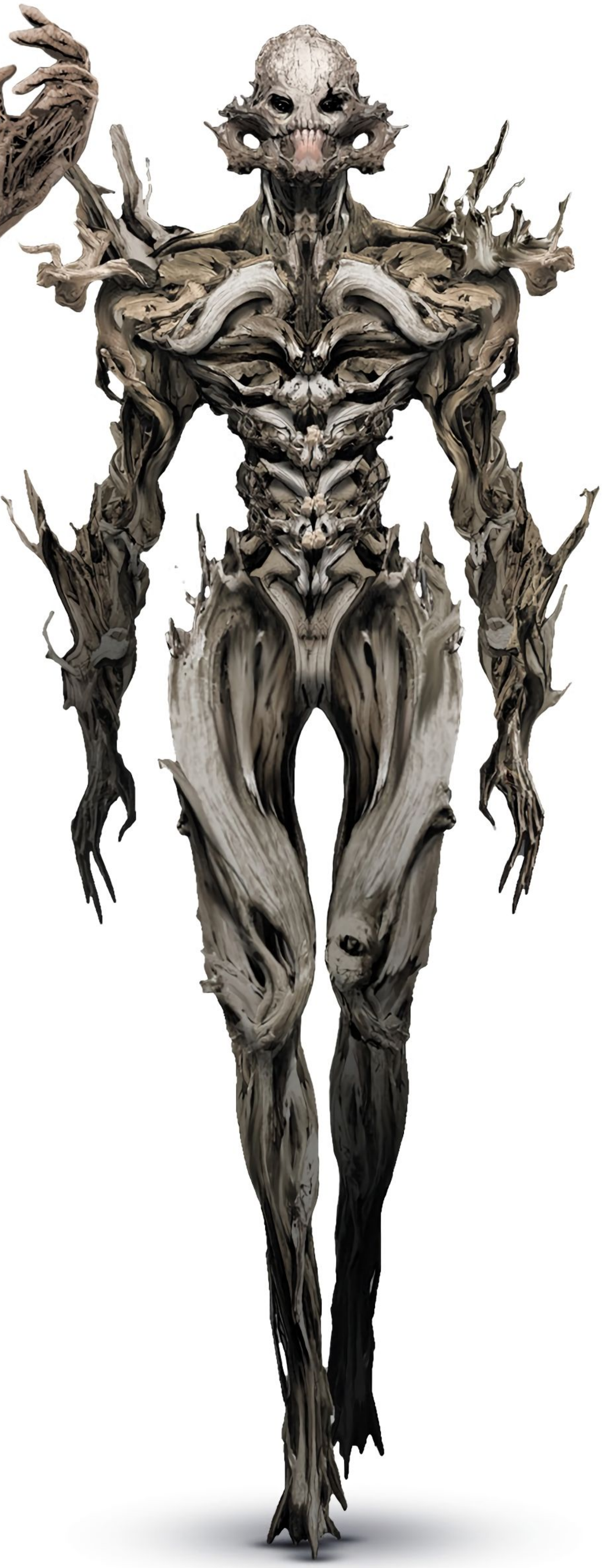

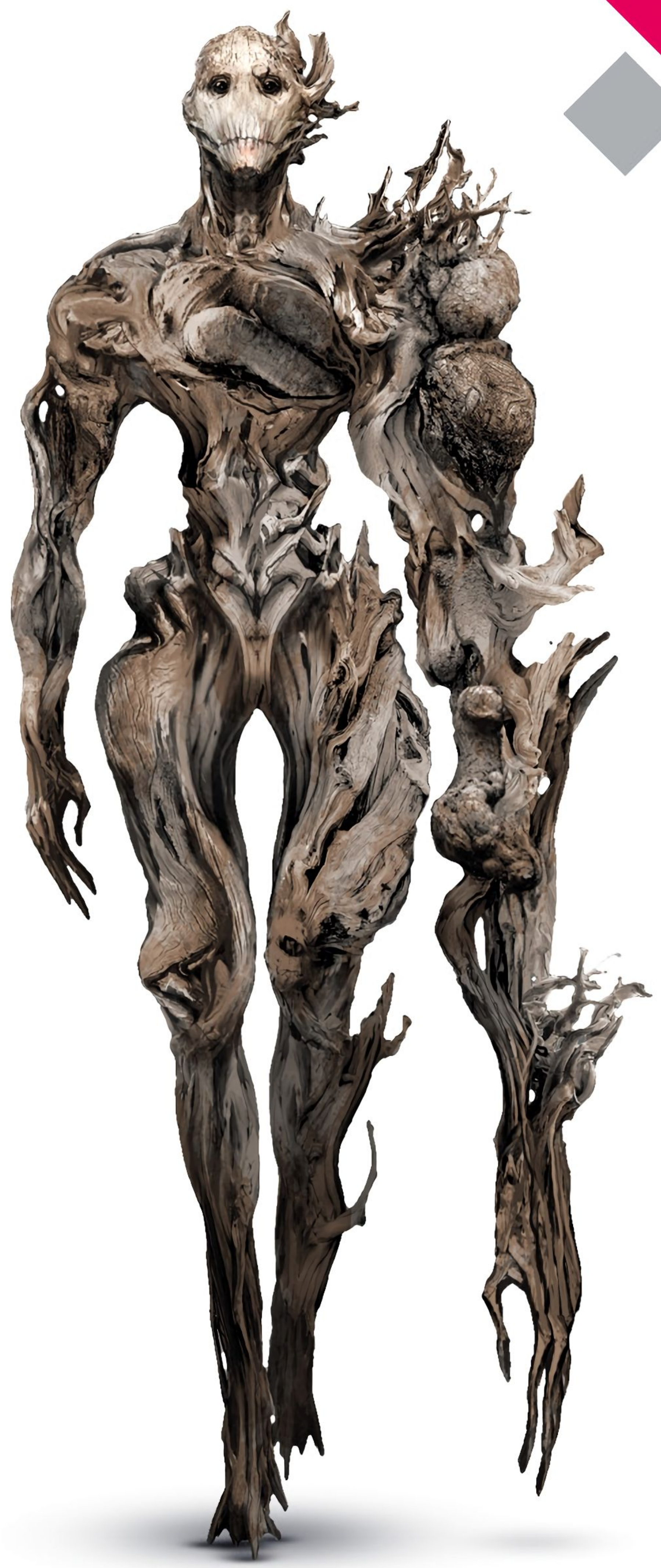

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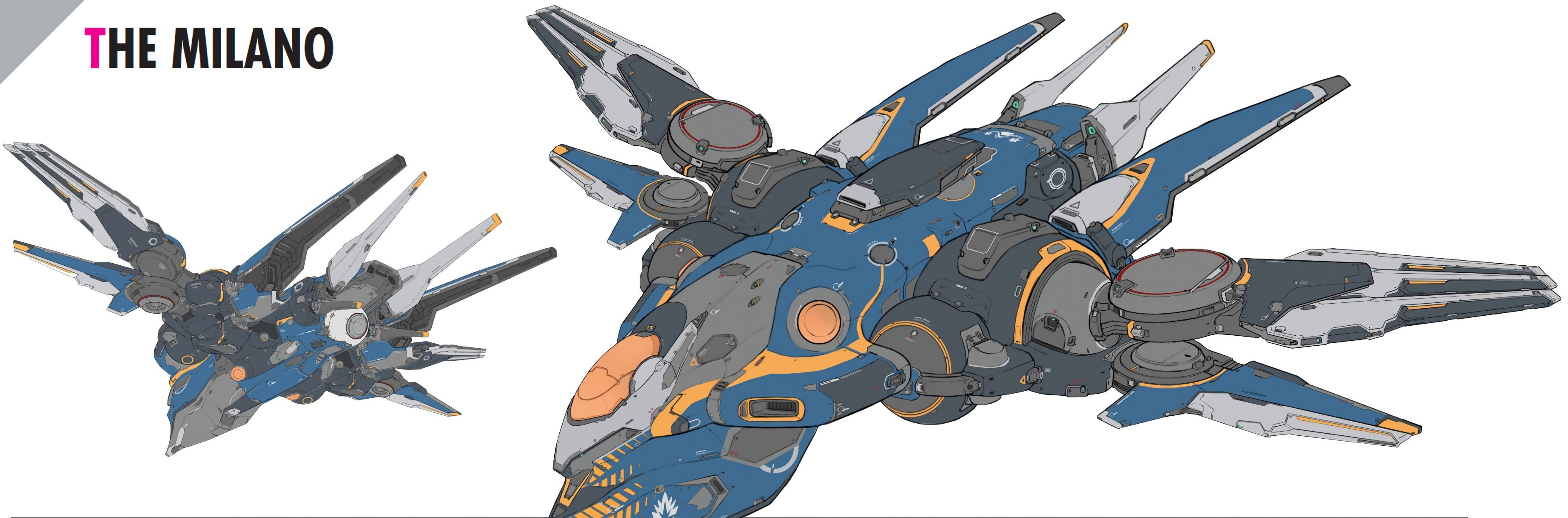

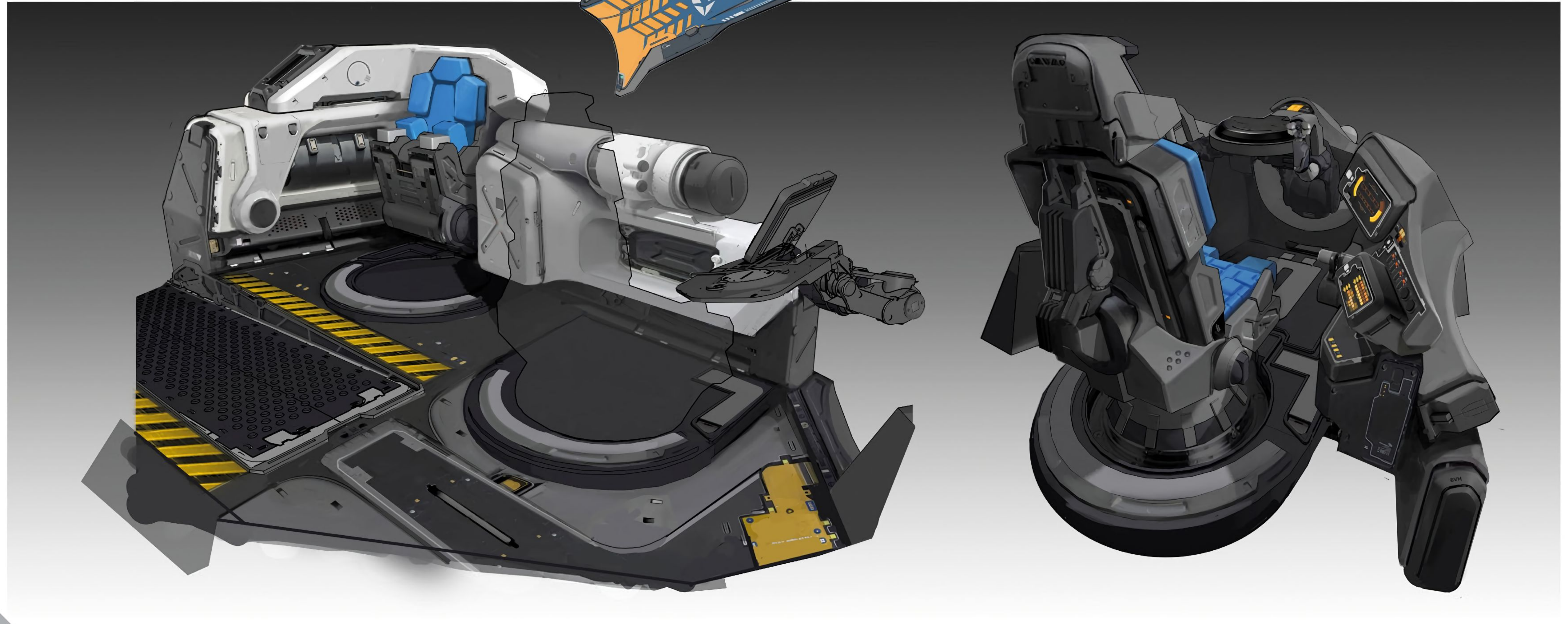

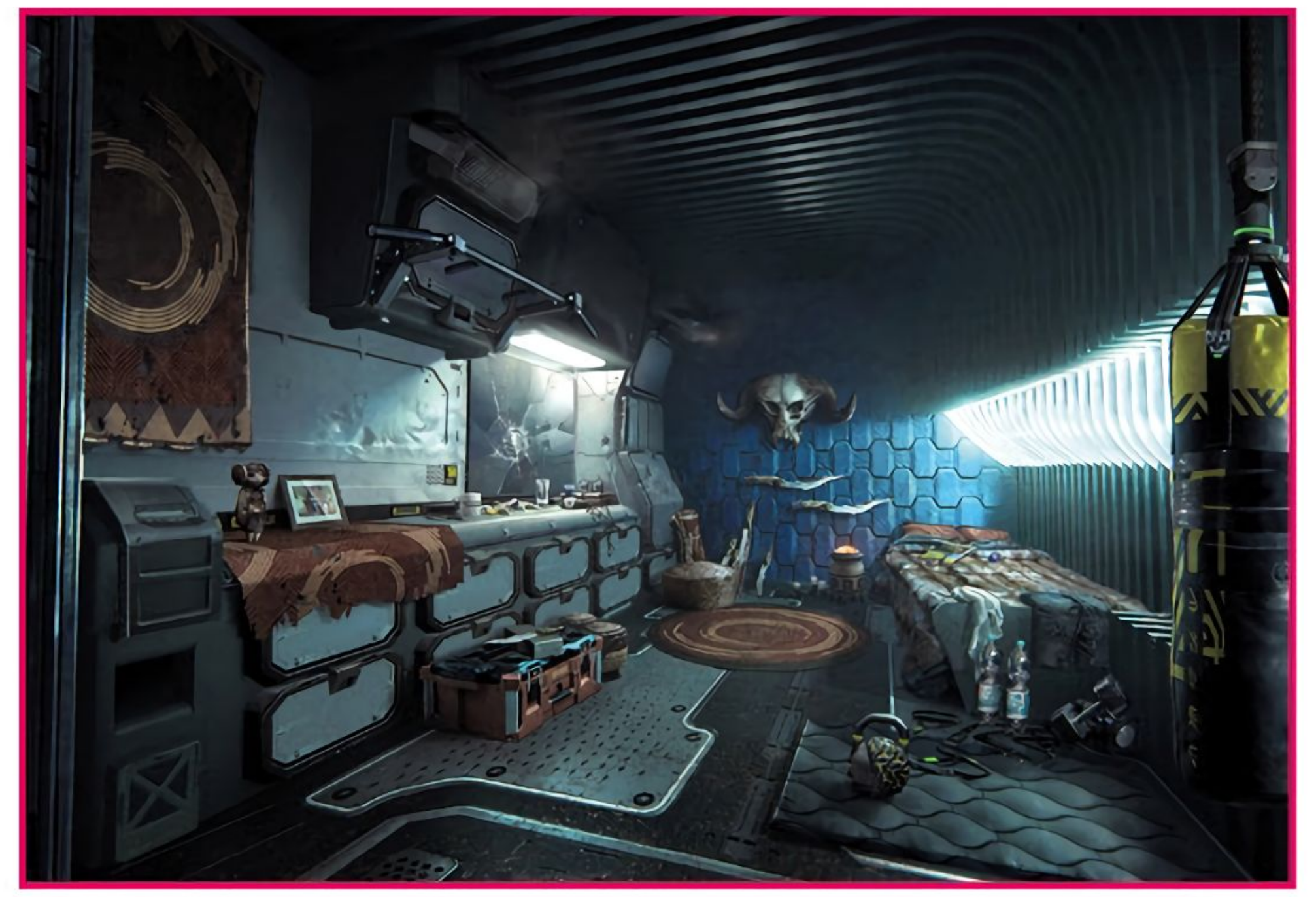

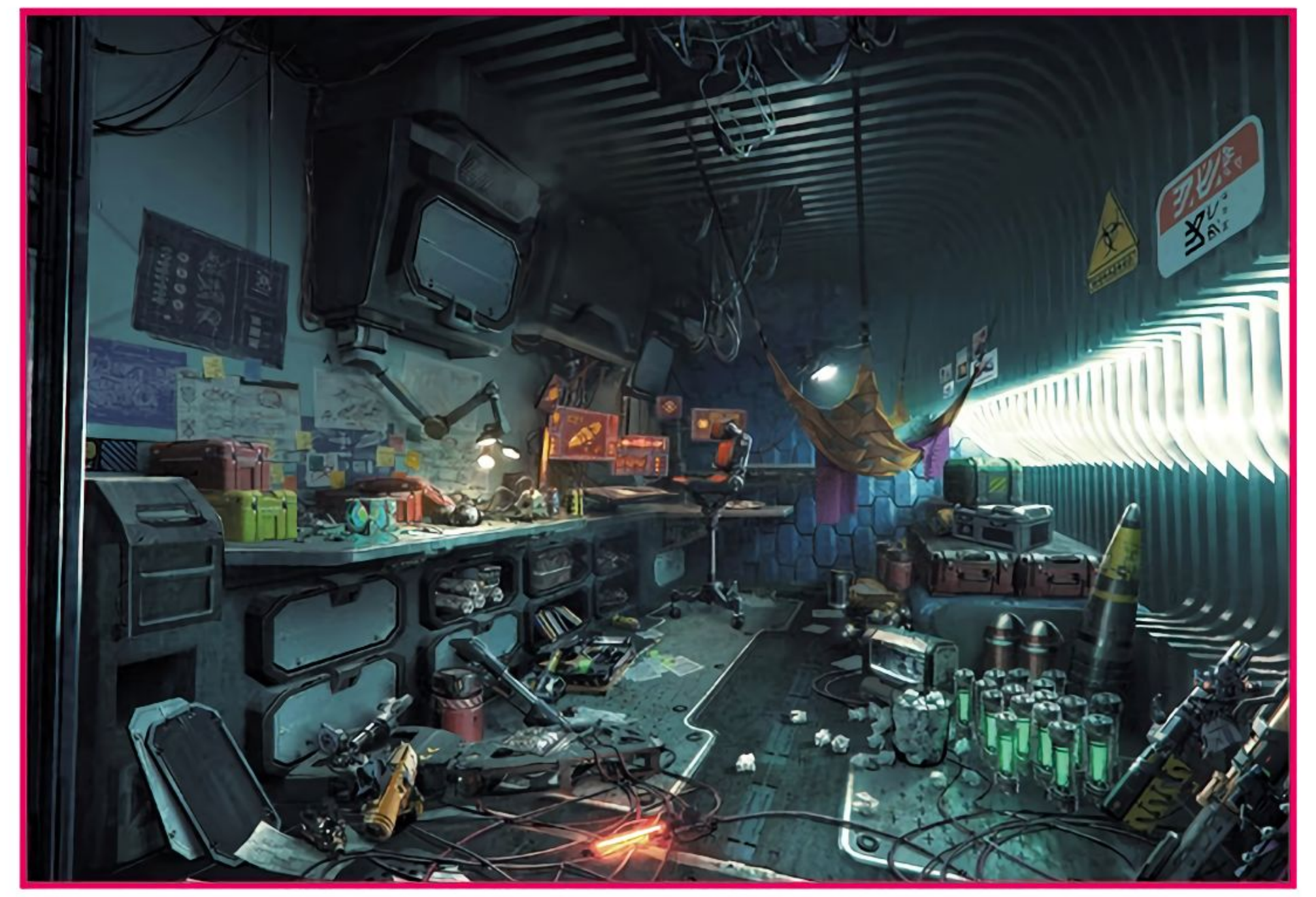

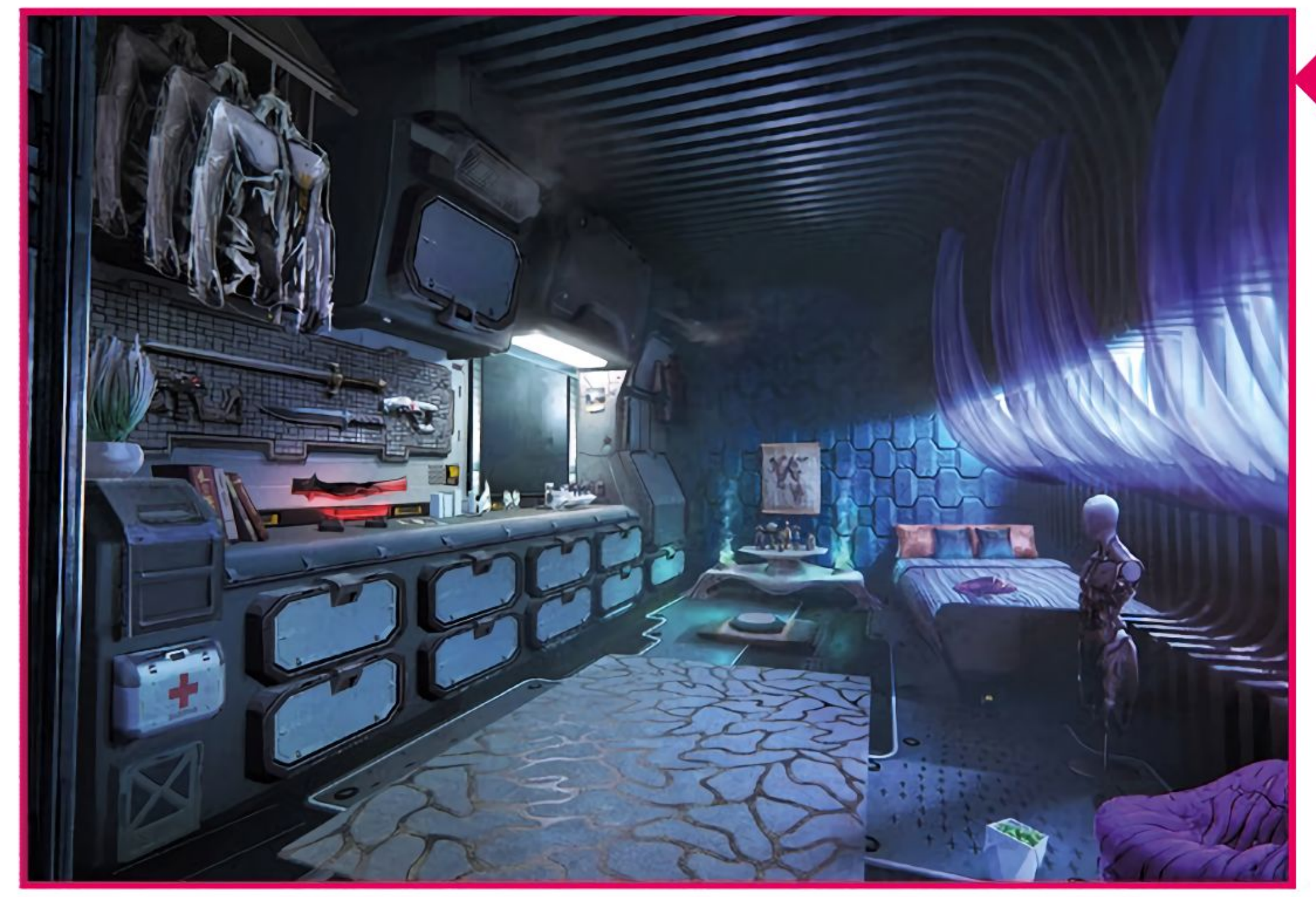

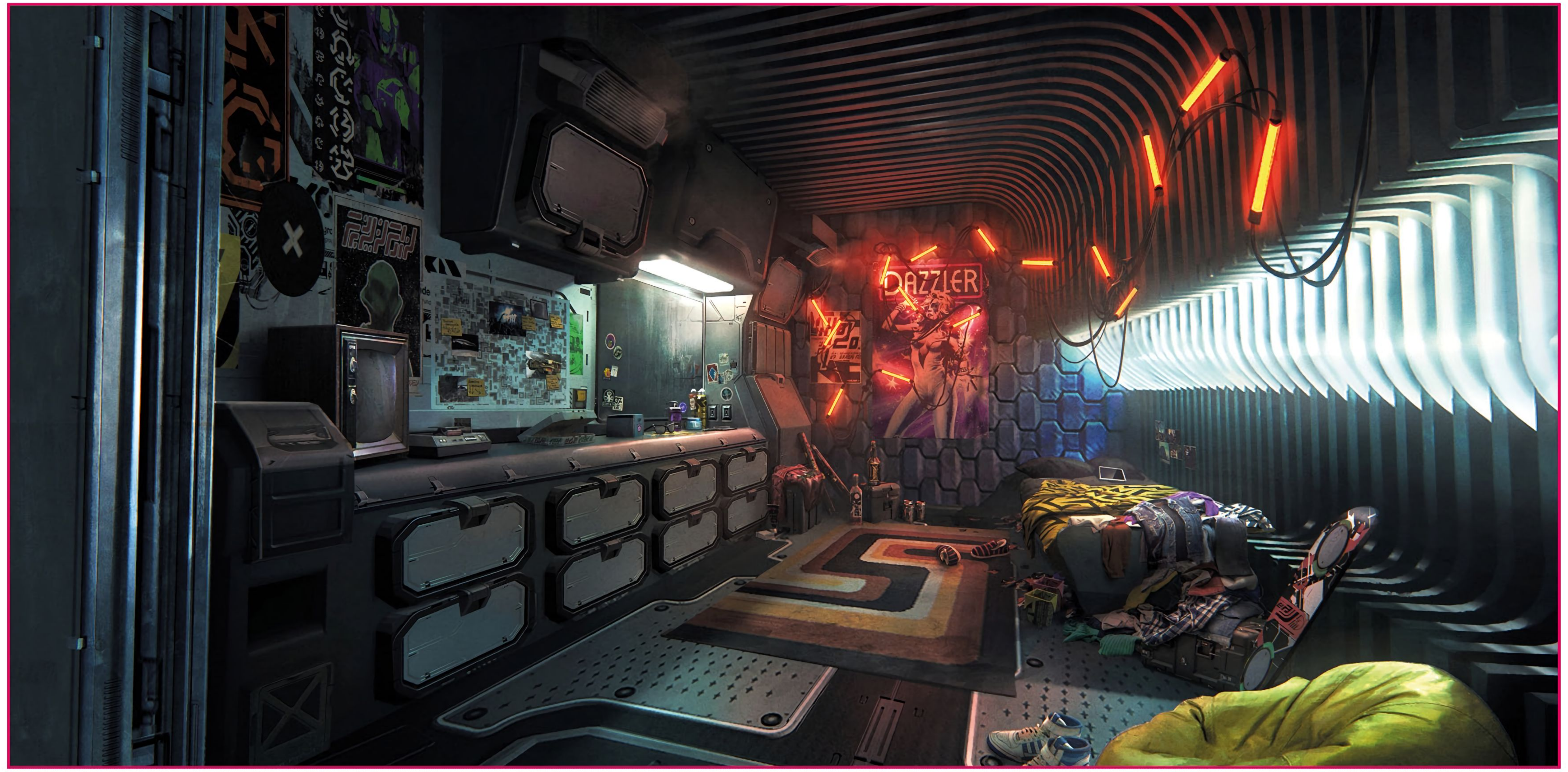

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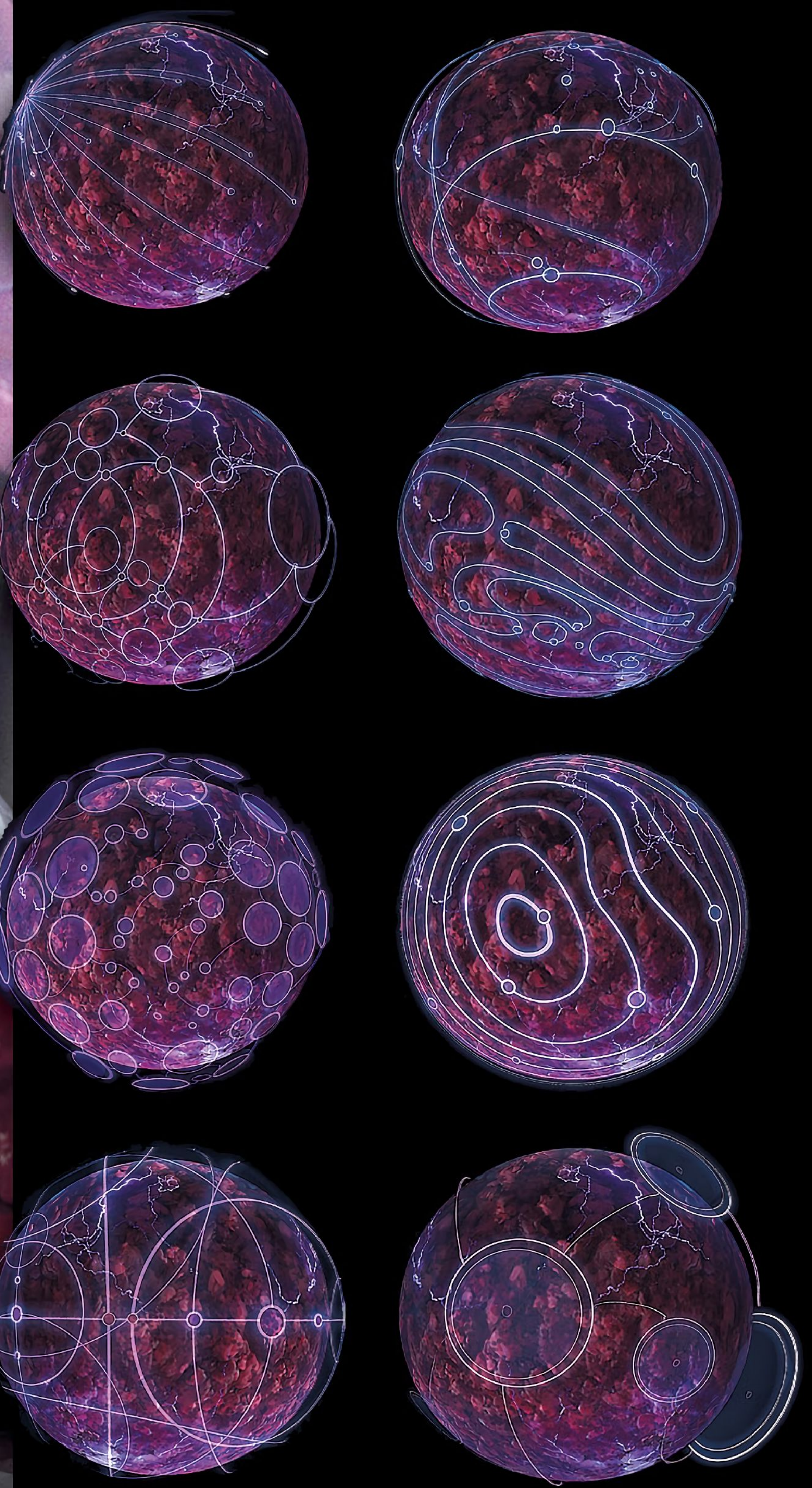

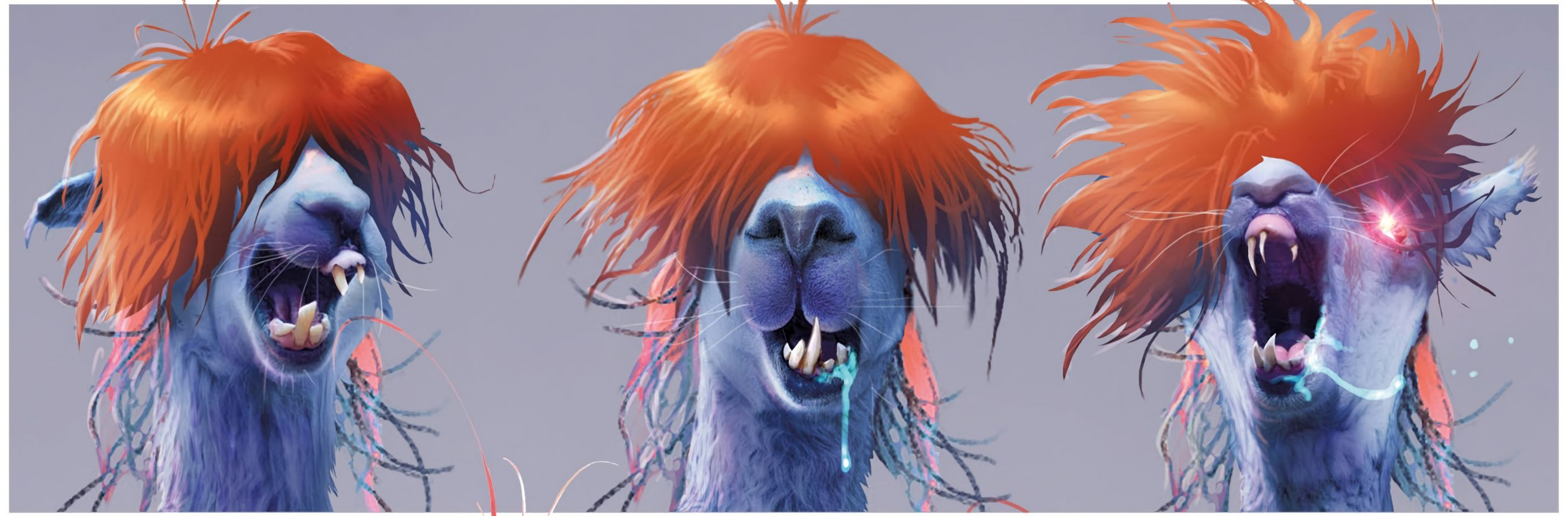

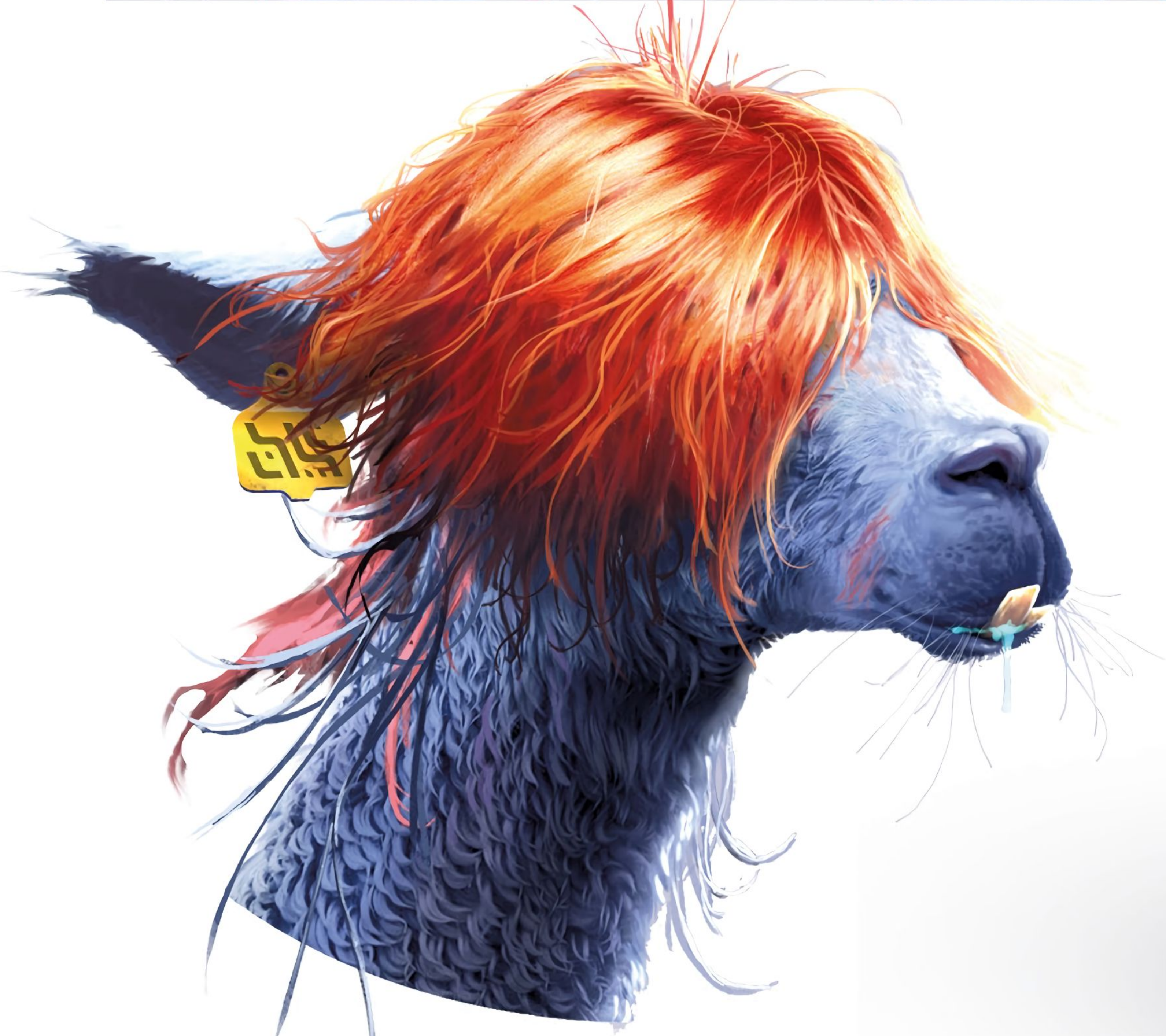

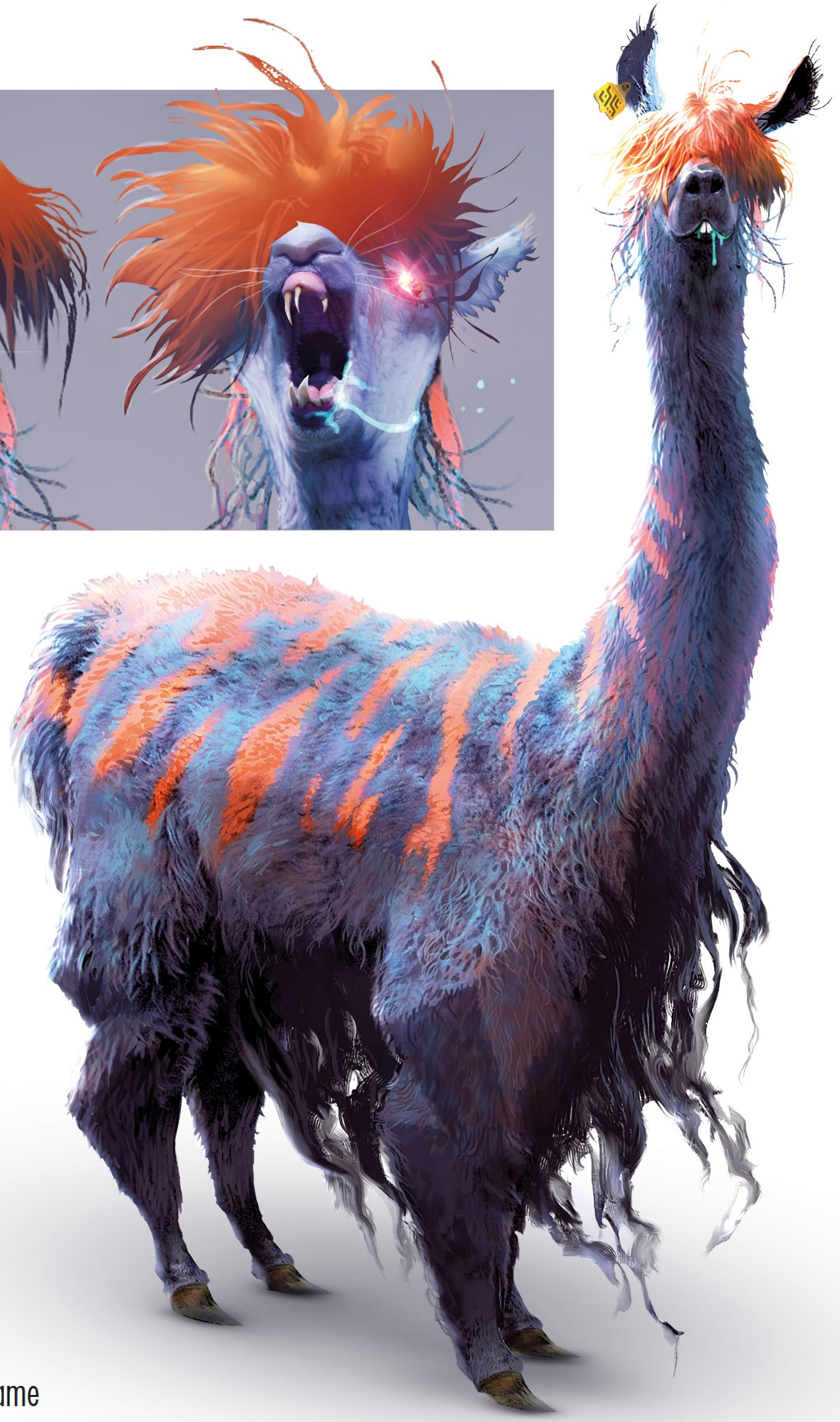

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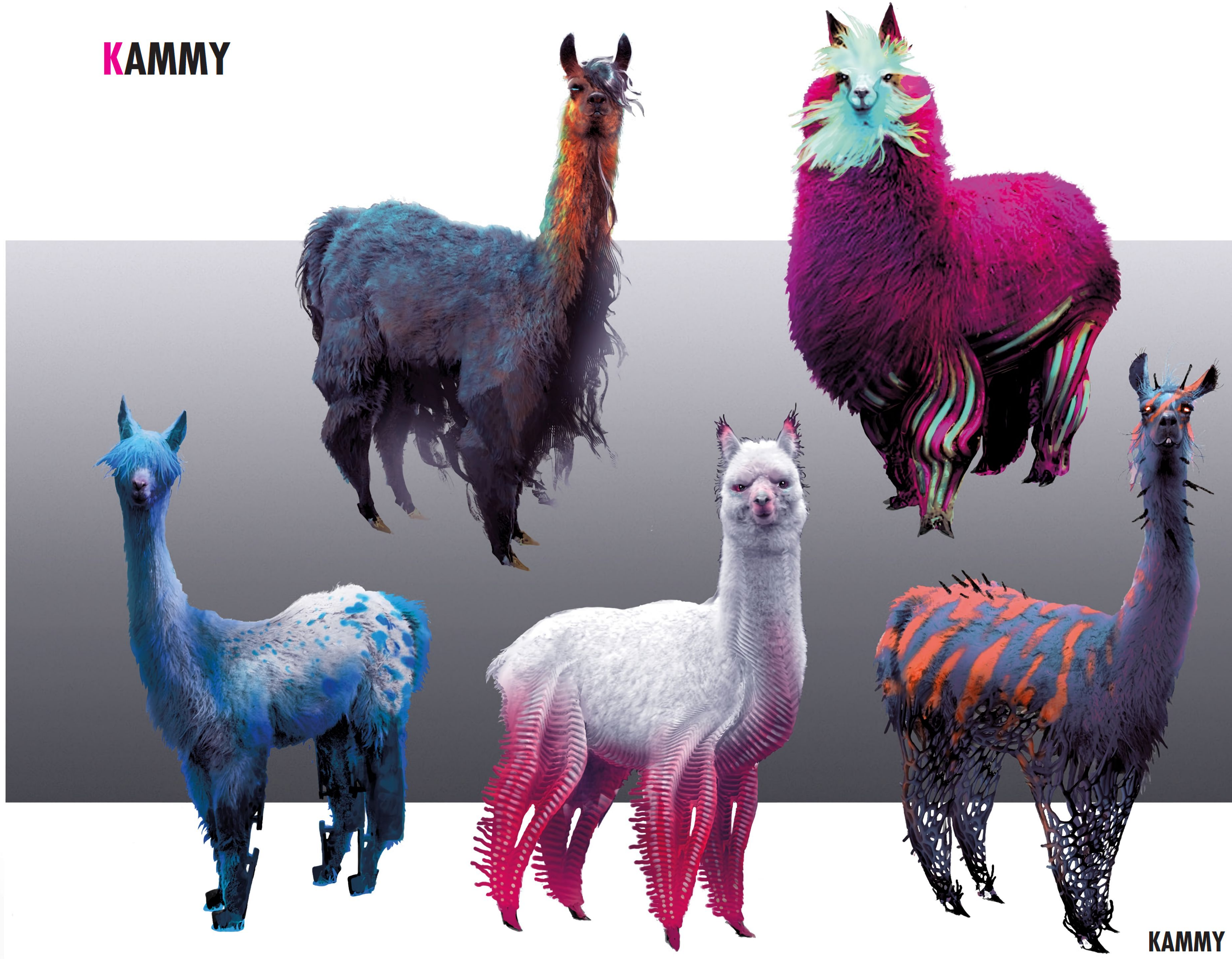
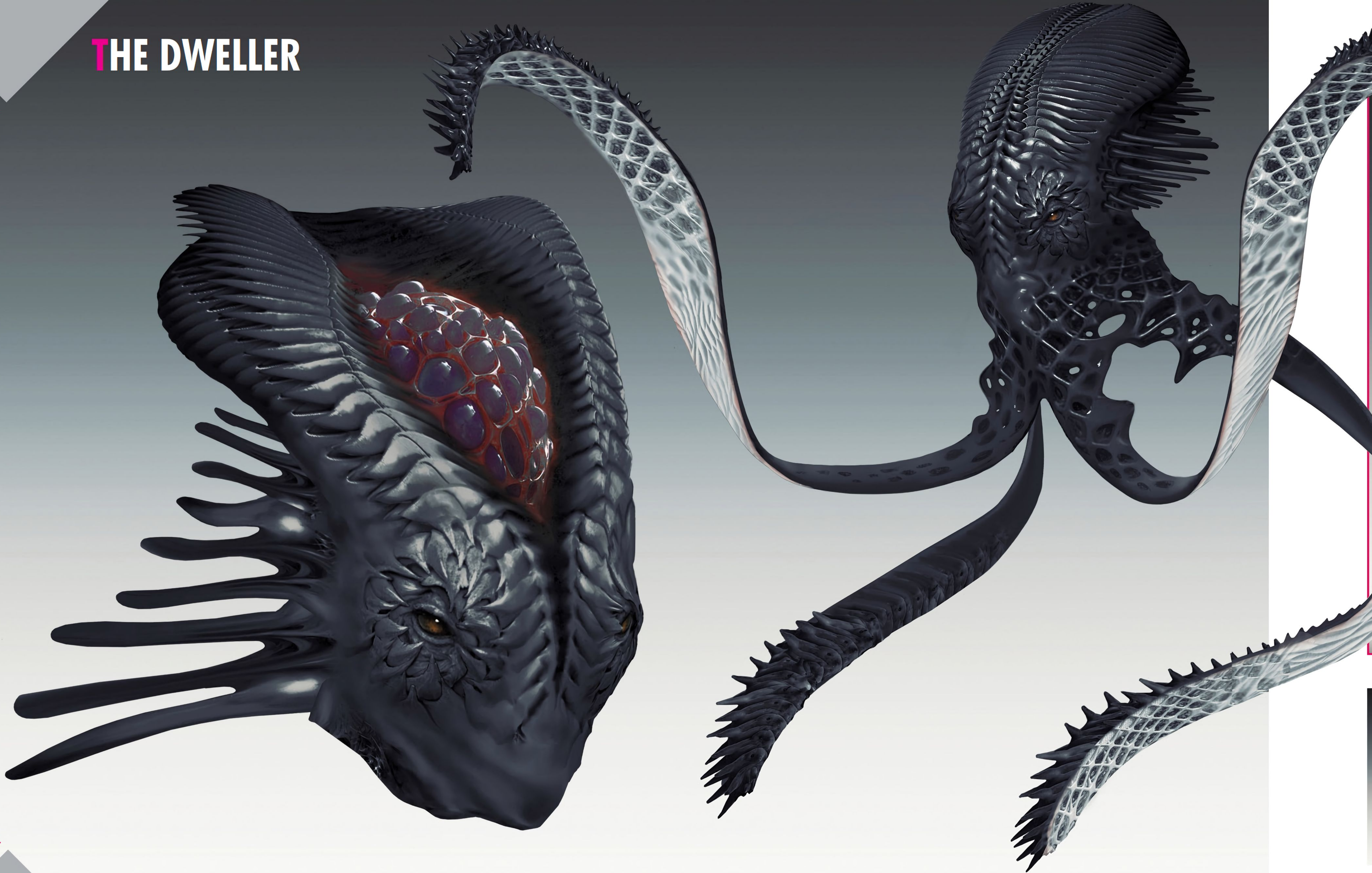
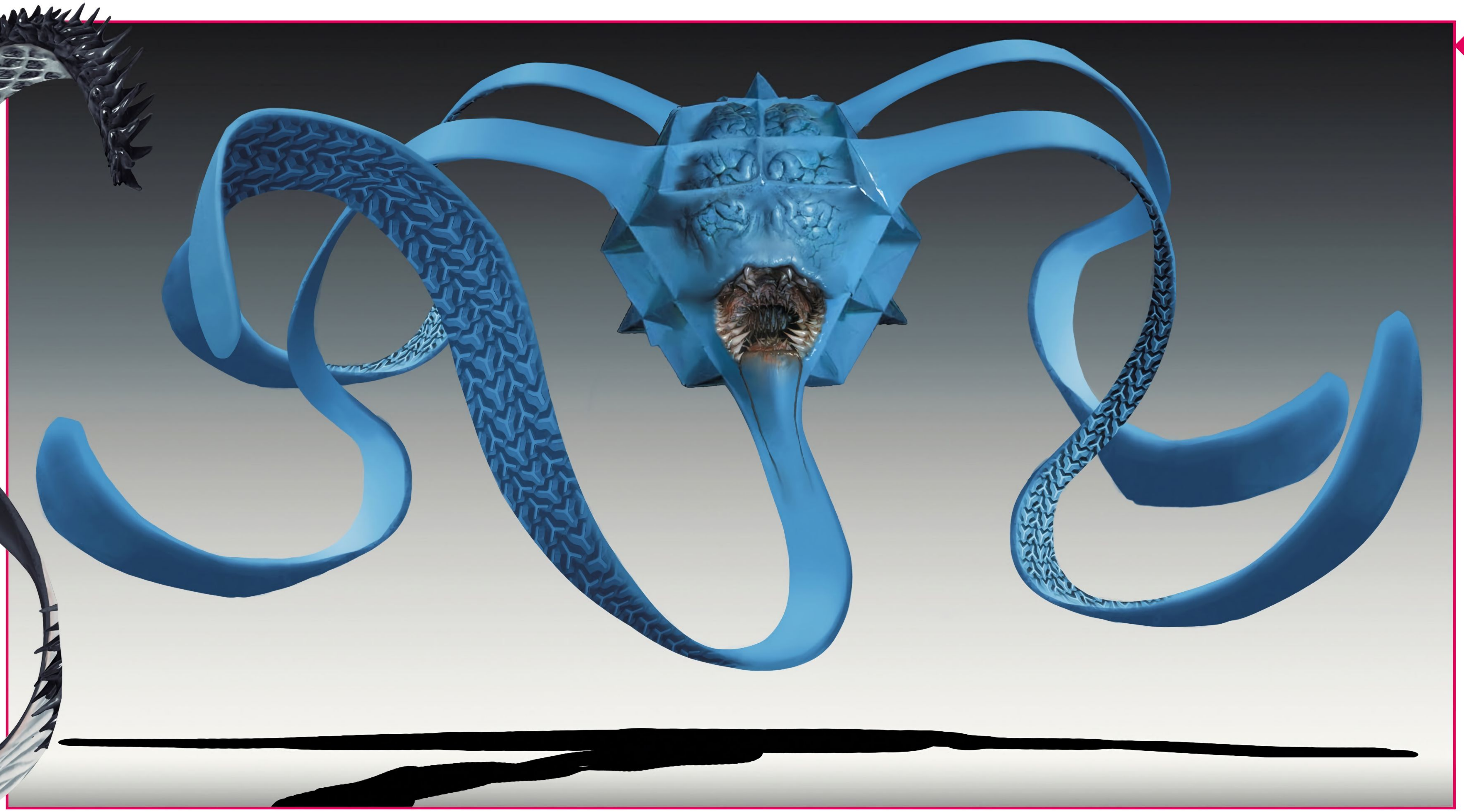


SEKNARF-9

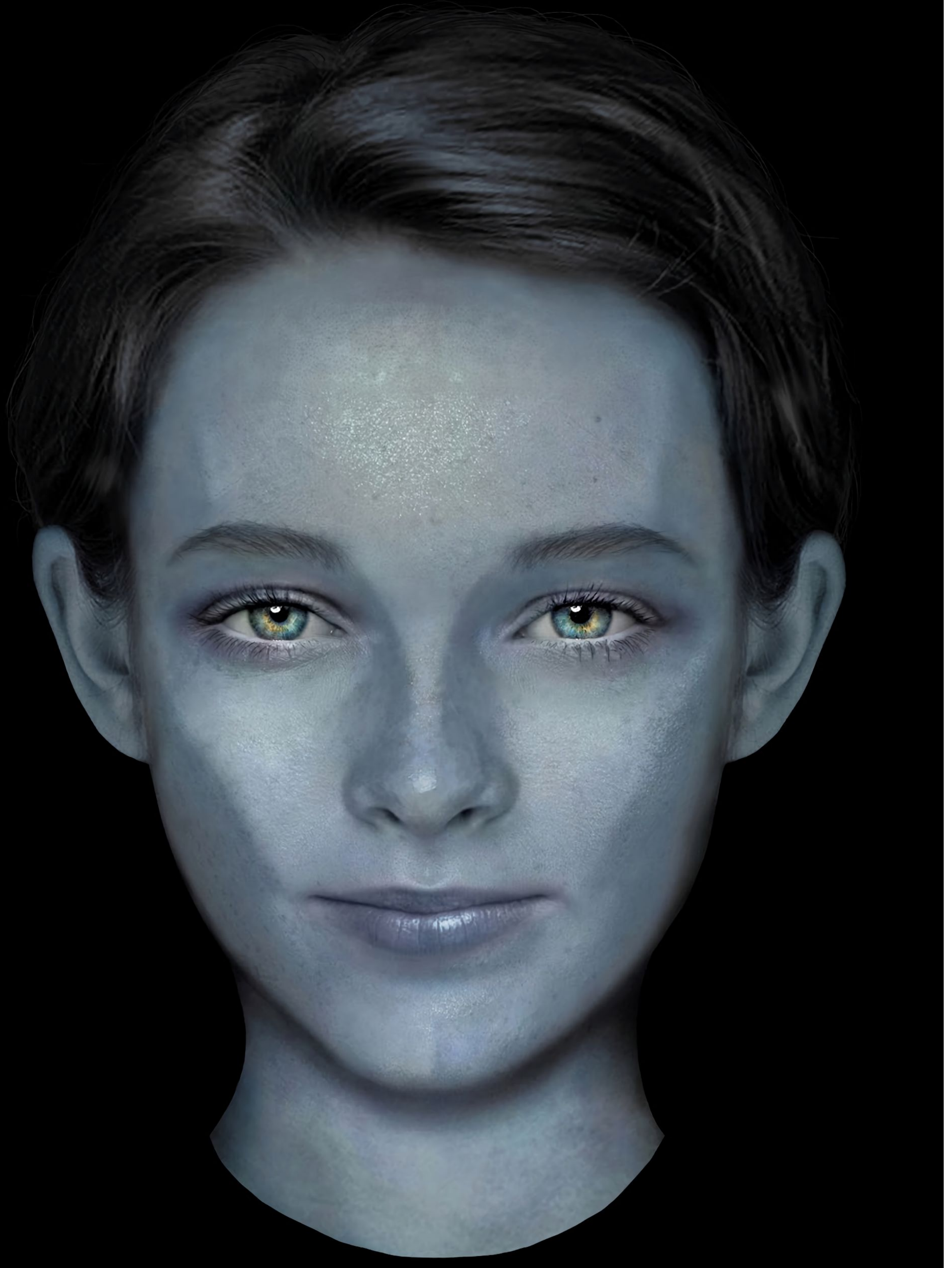
LADY HELLBENDER

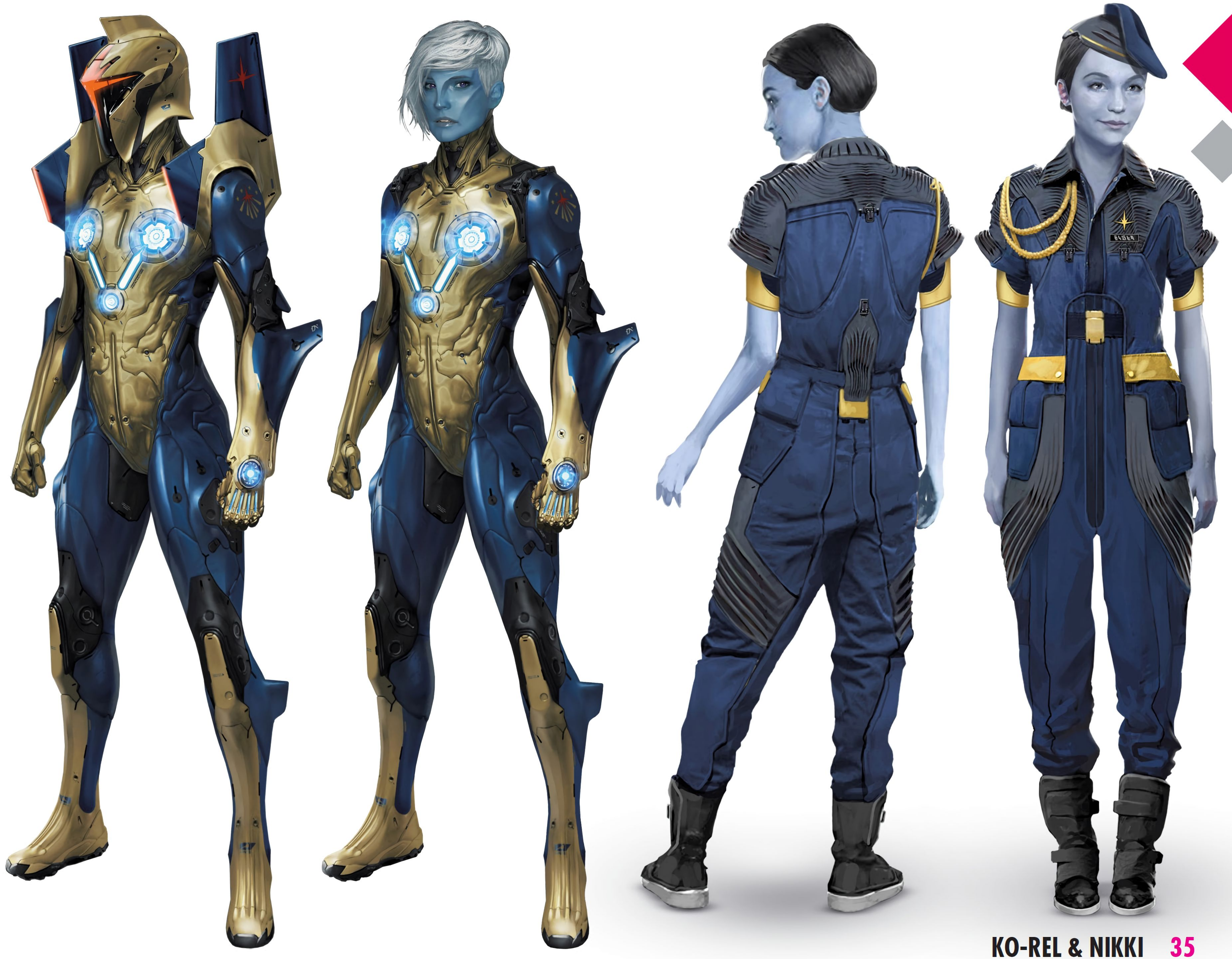
THE DWELLER





KO-REL & NIKKI





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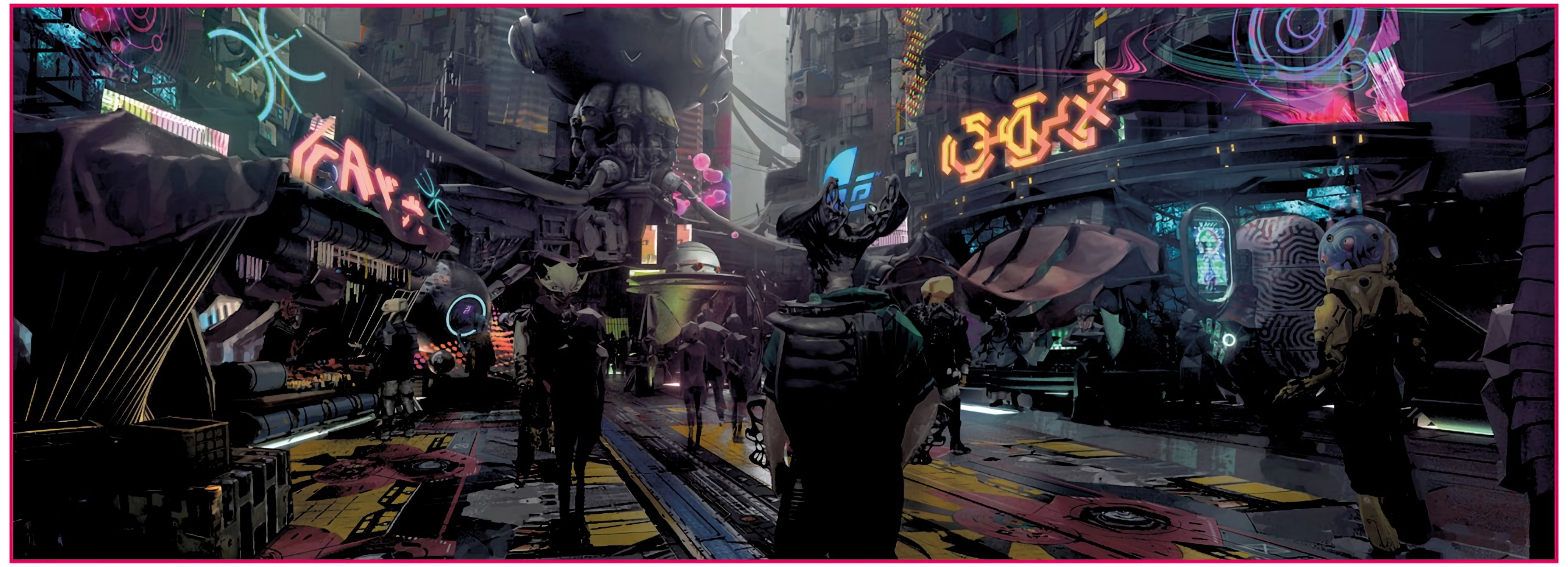

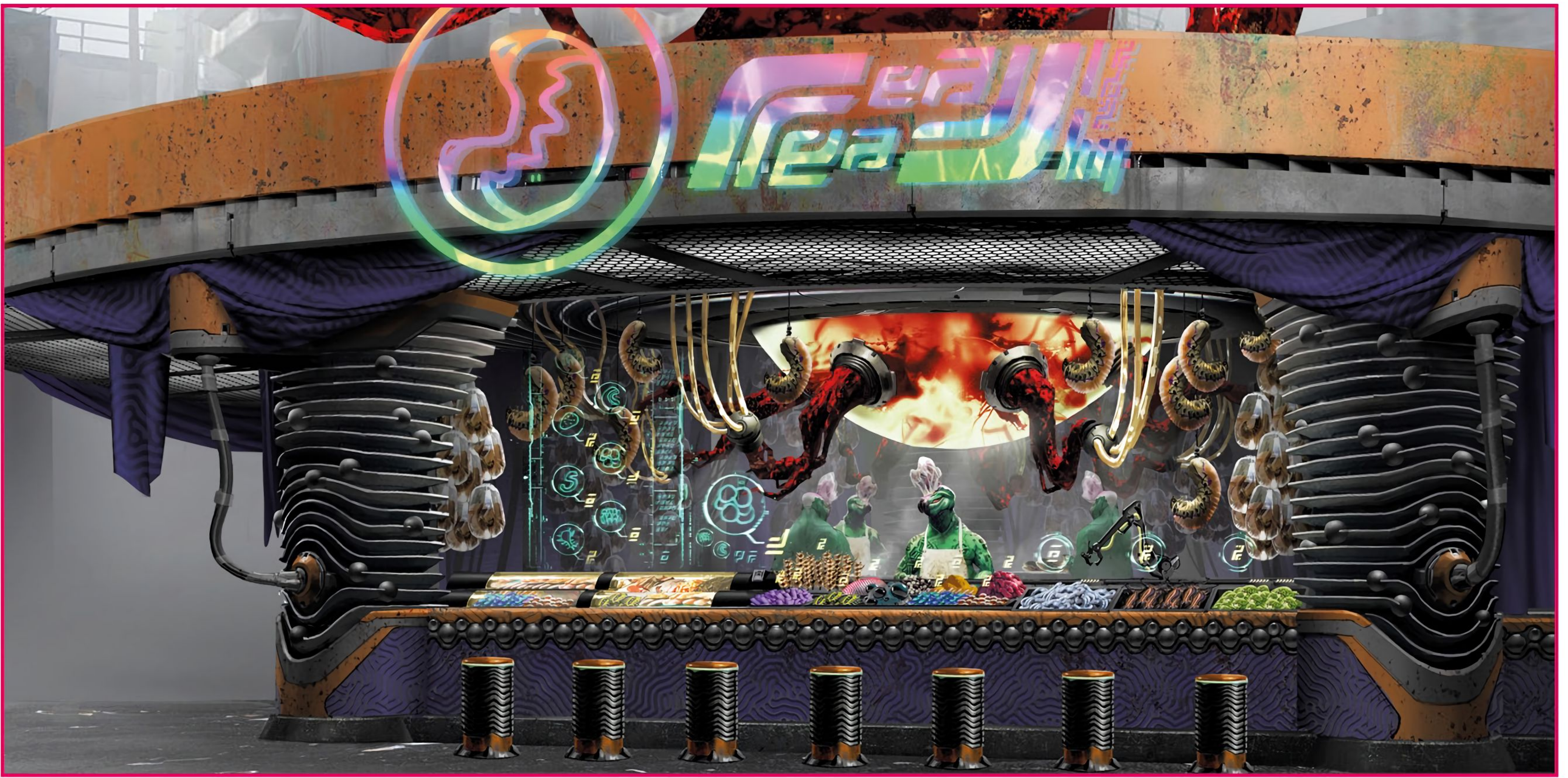

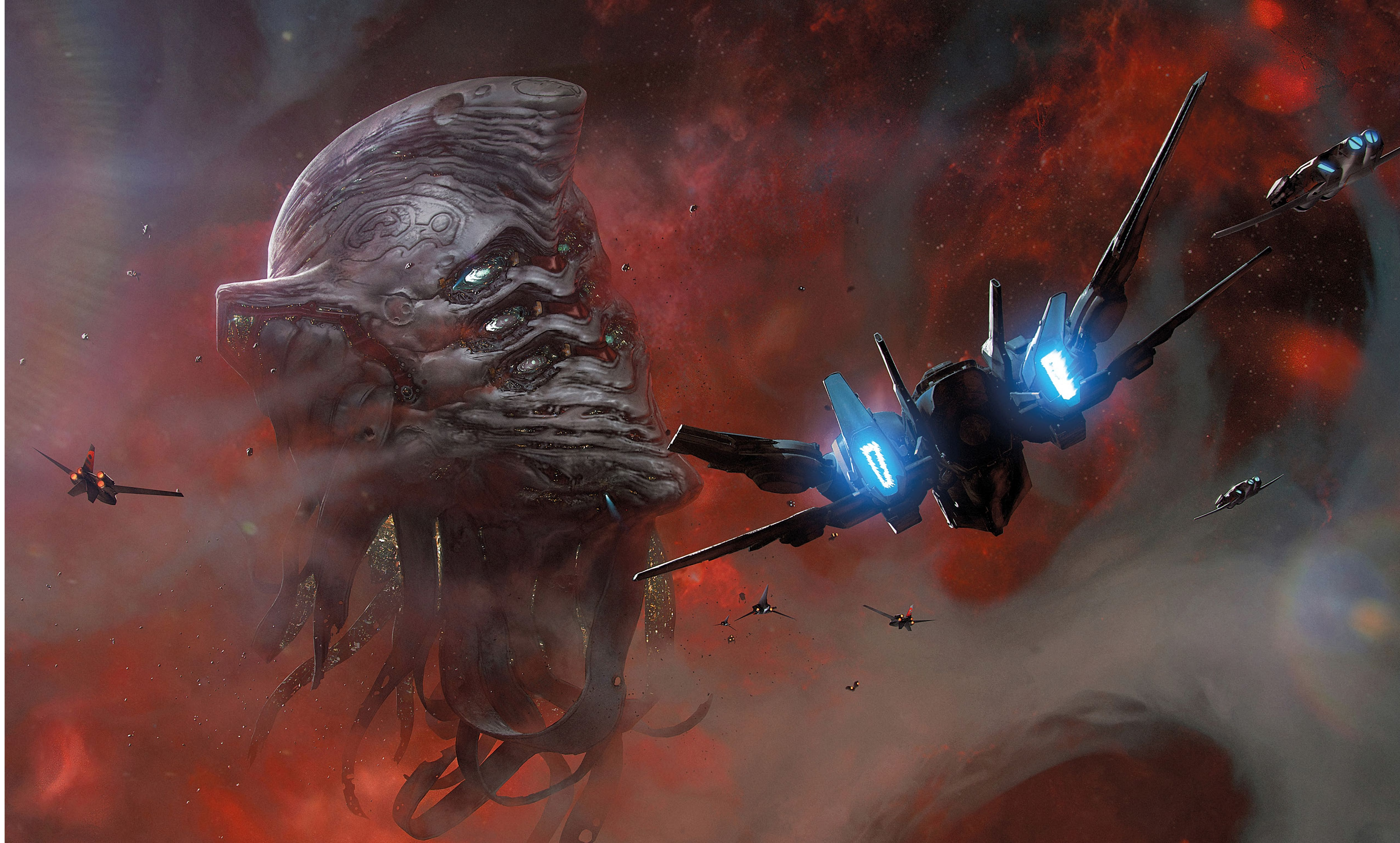

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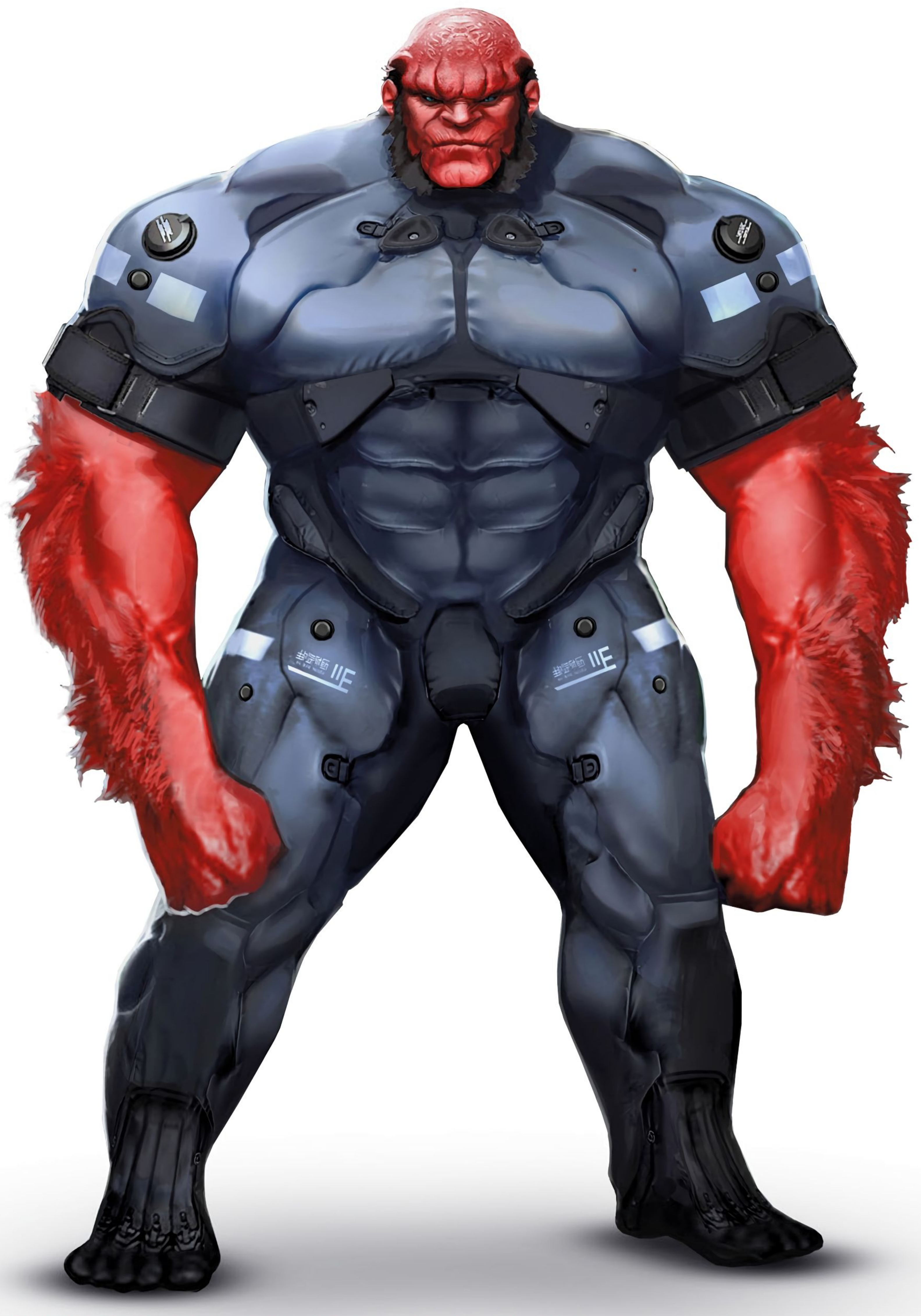
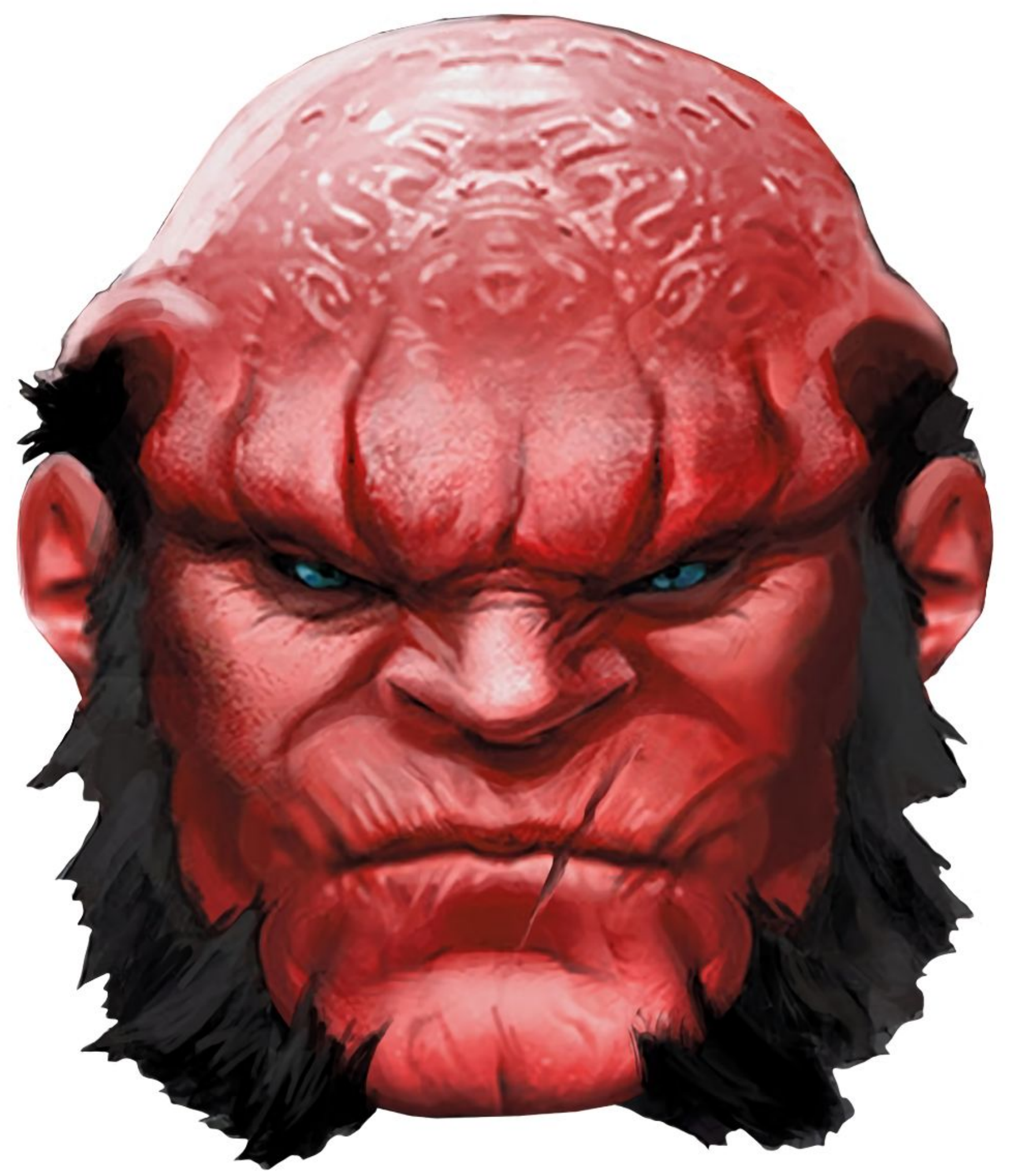
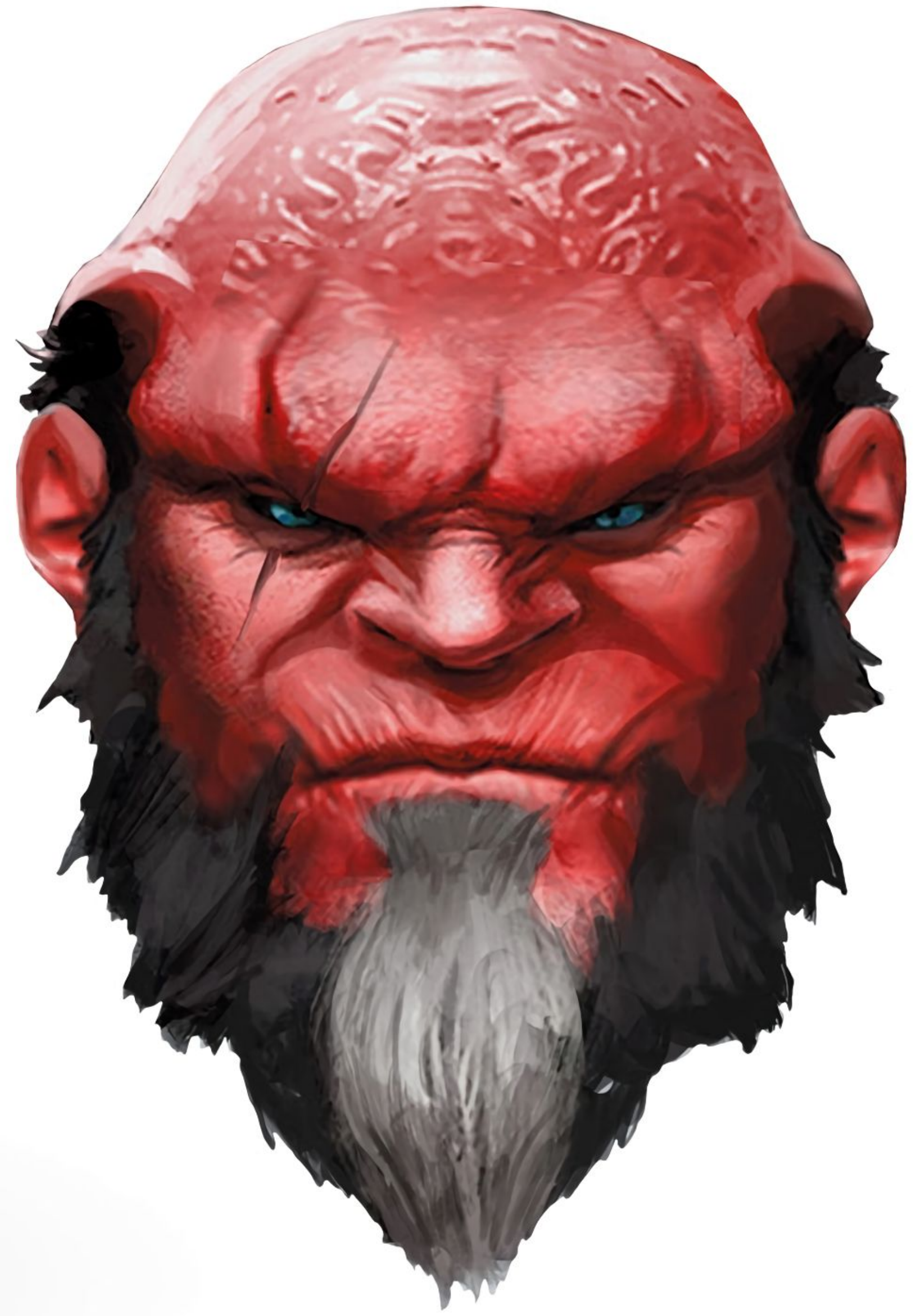
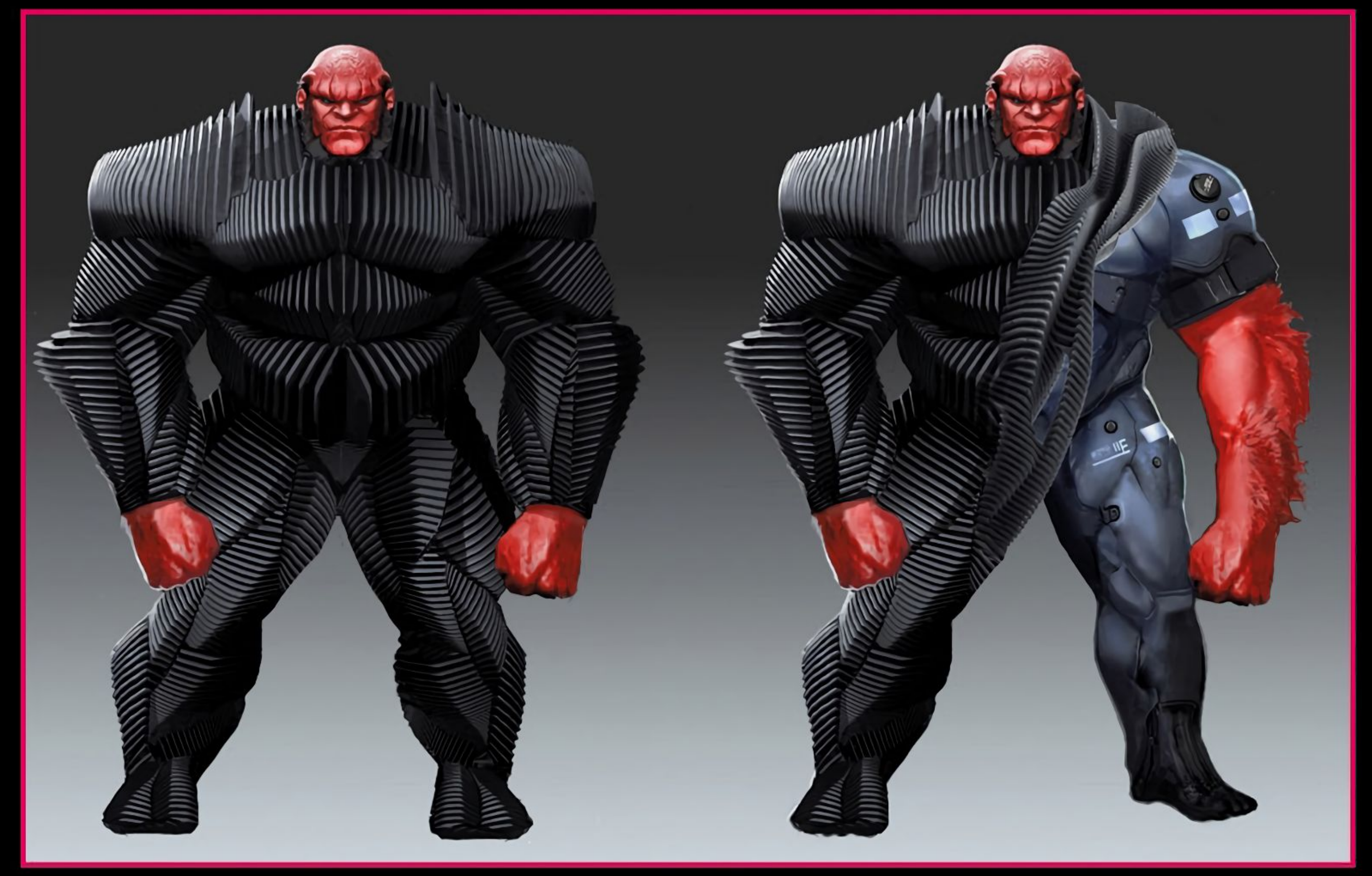
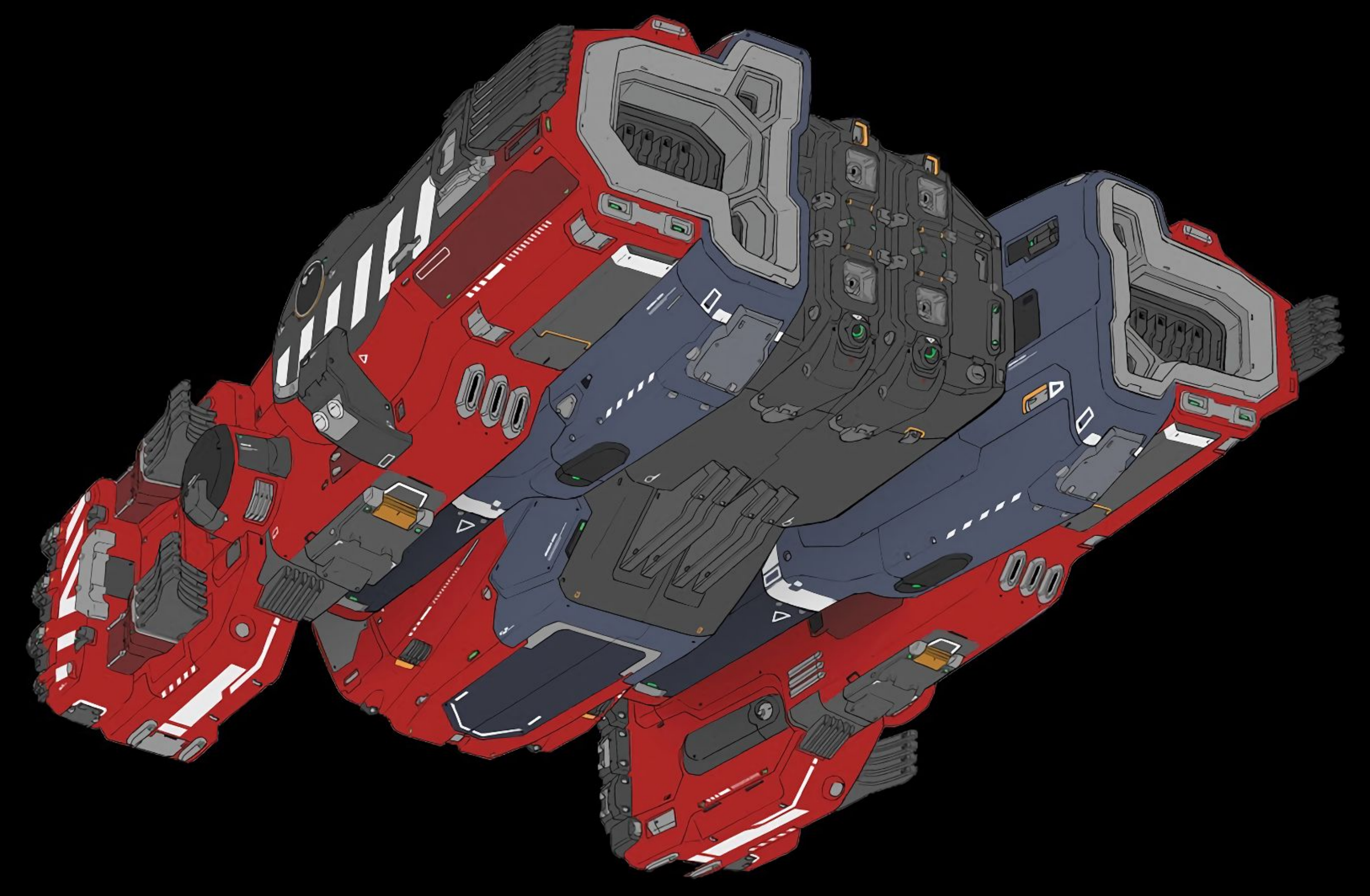
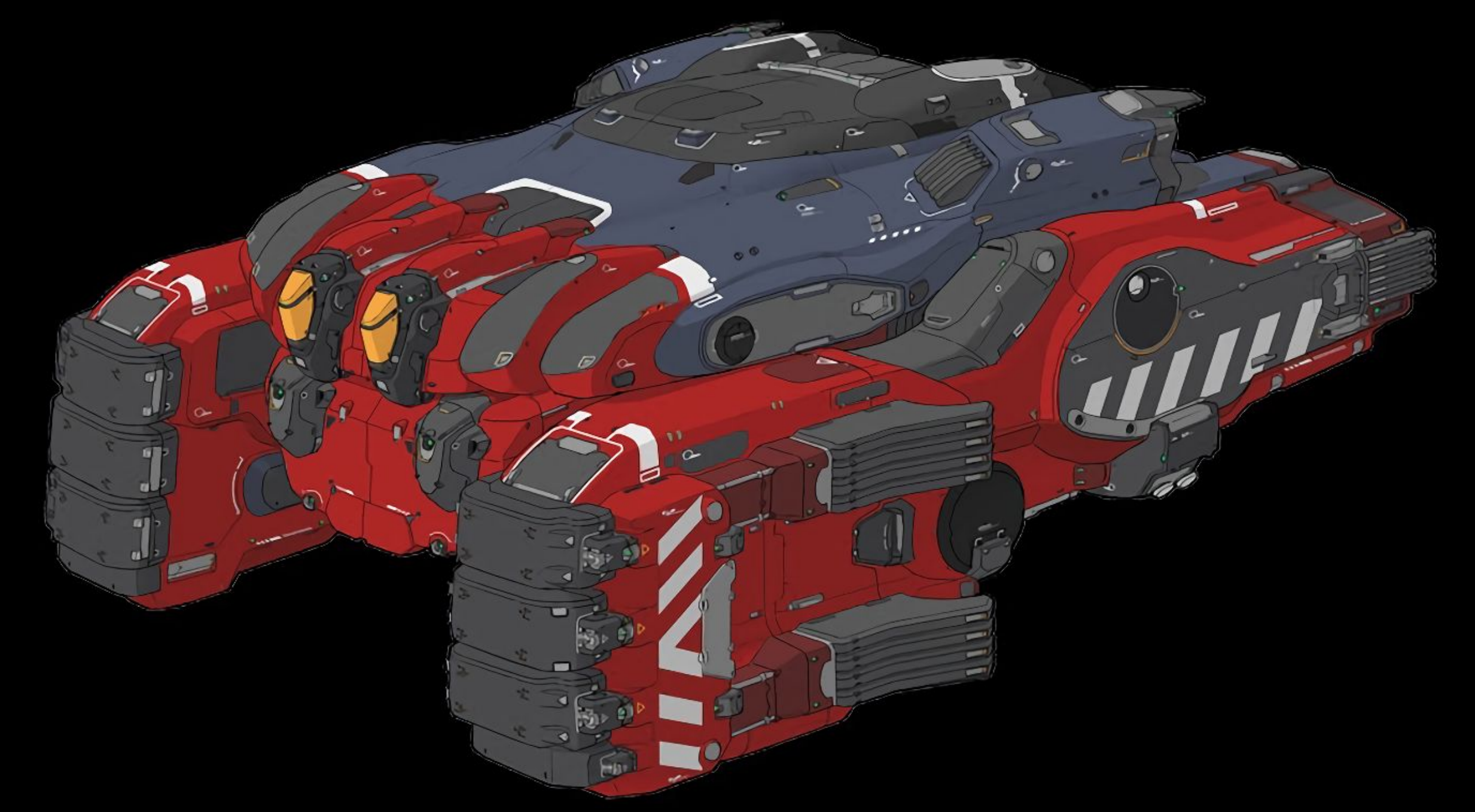


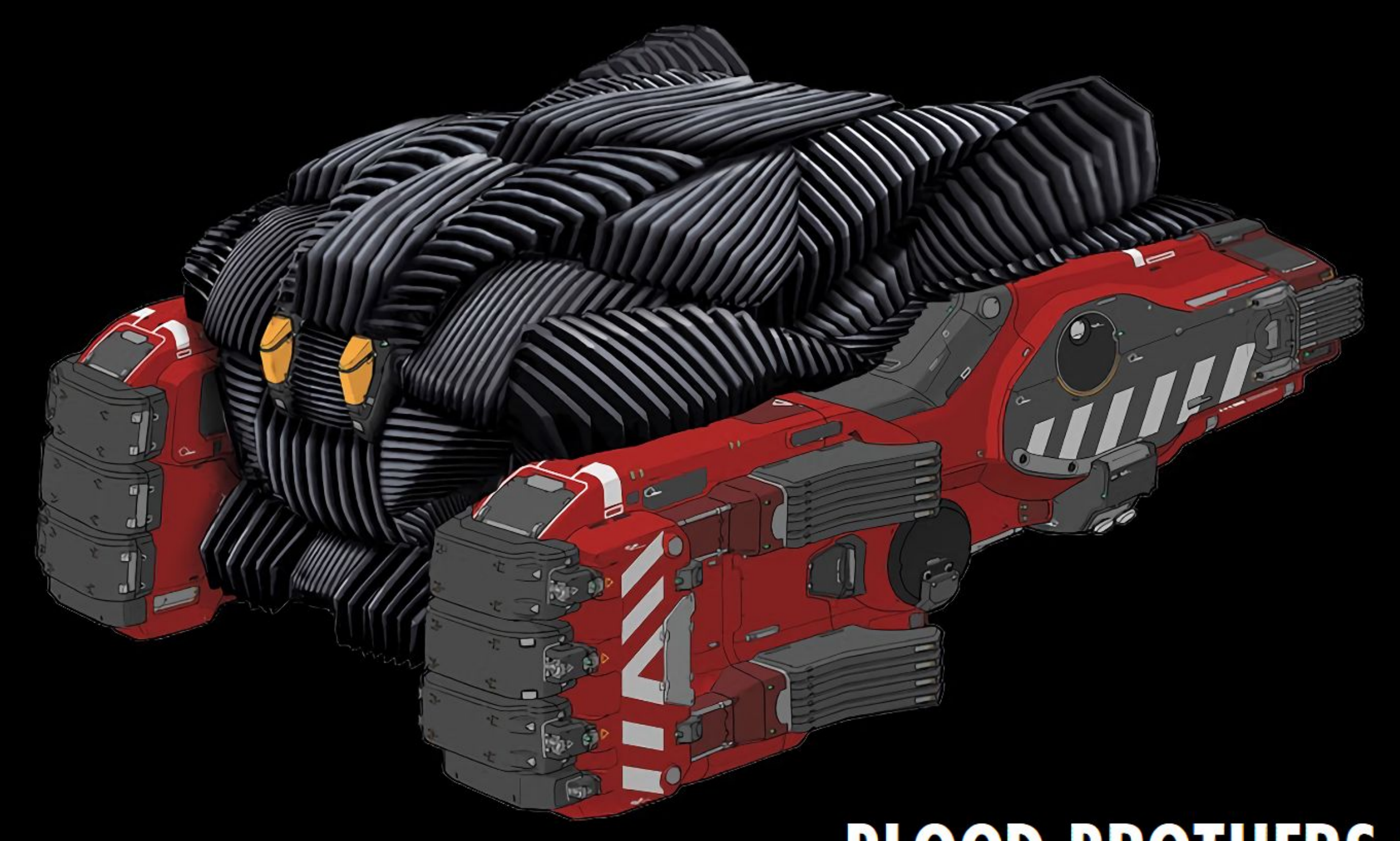




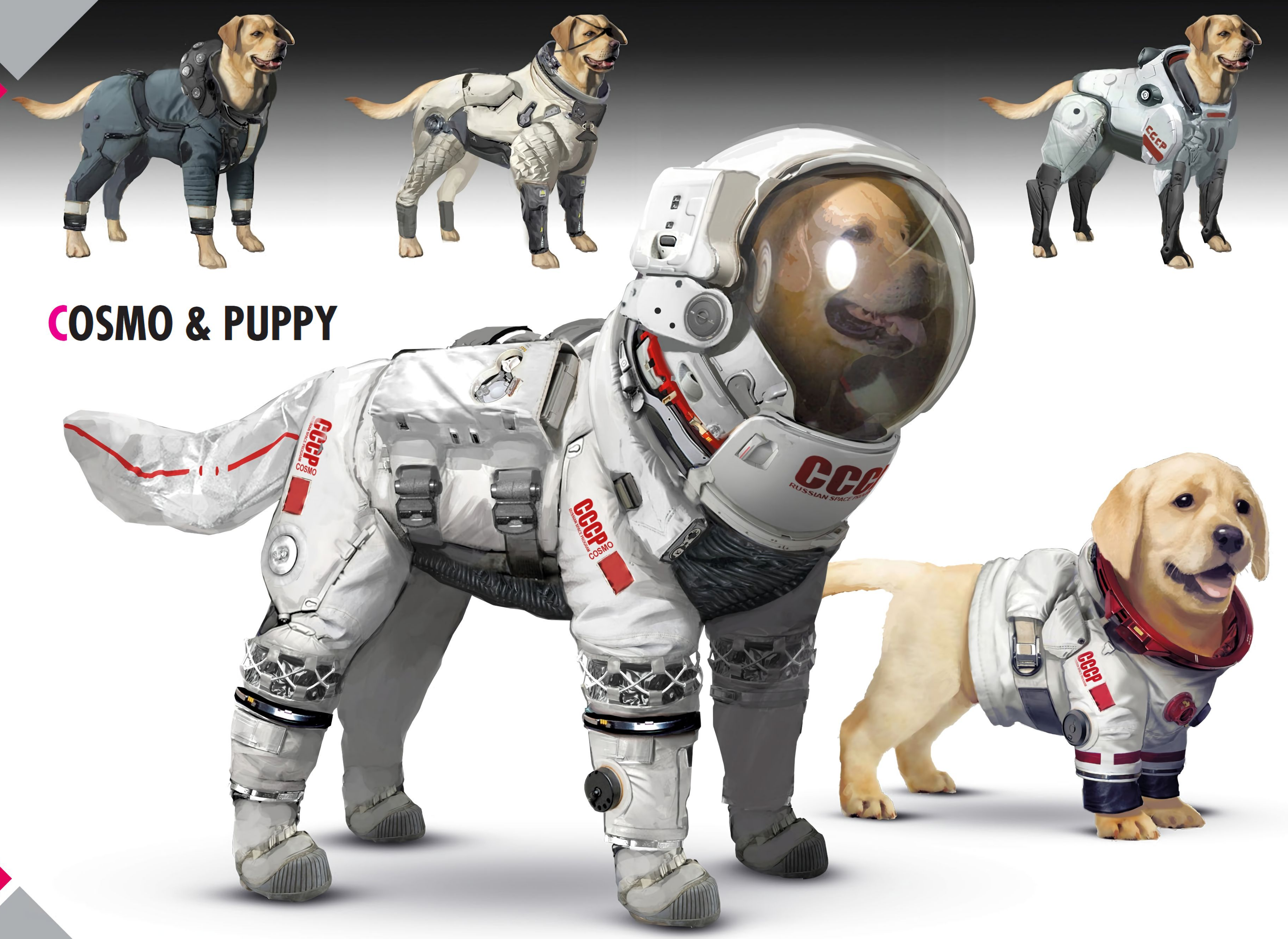


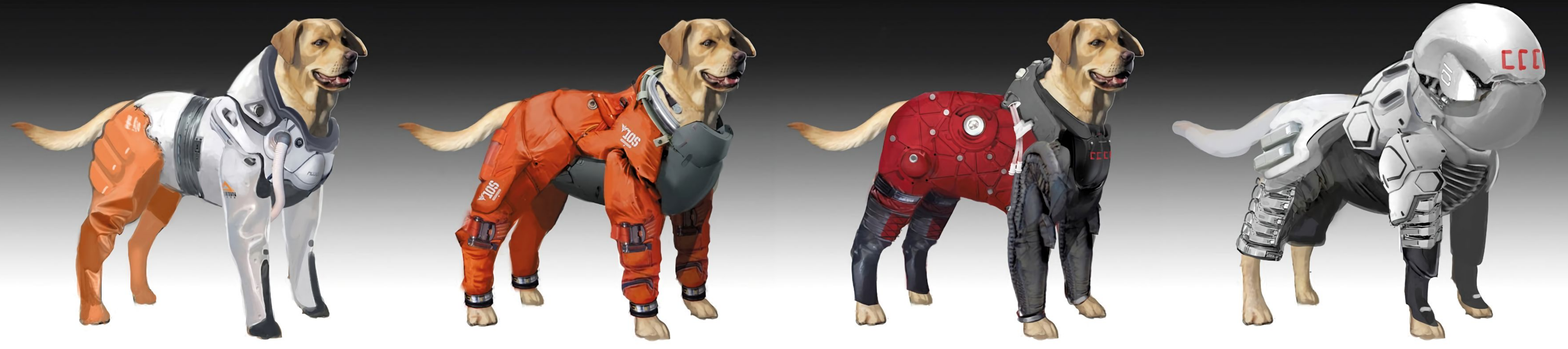


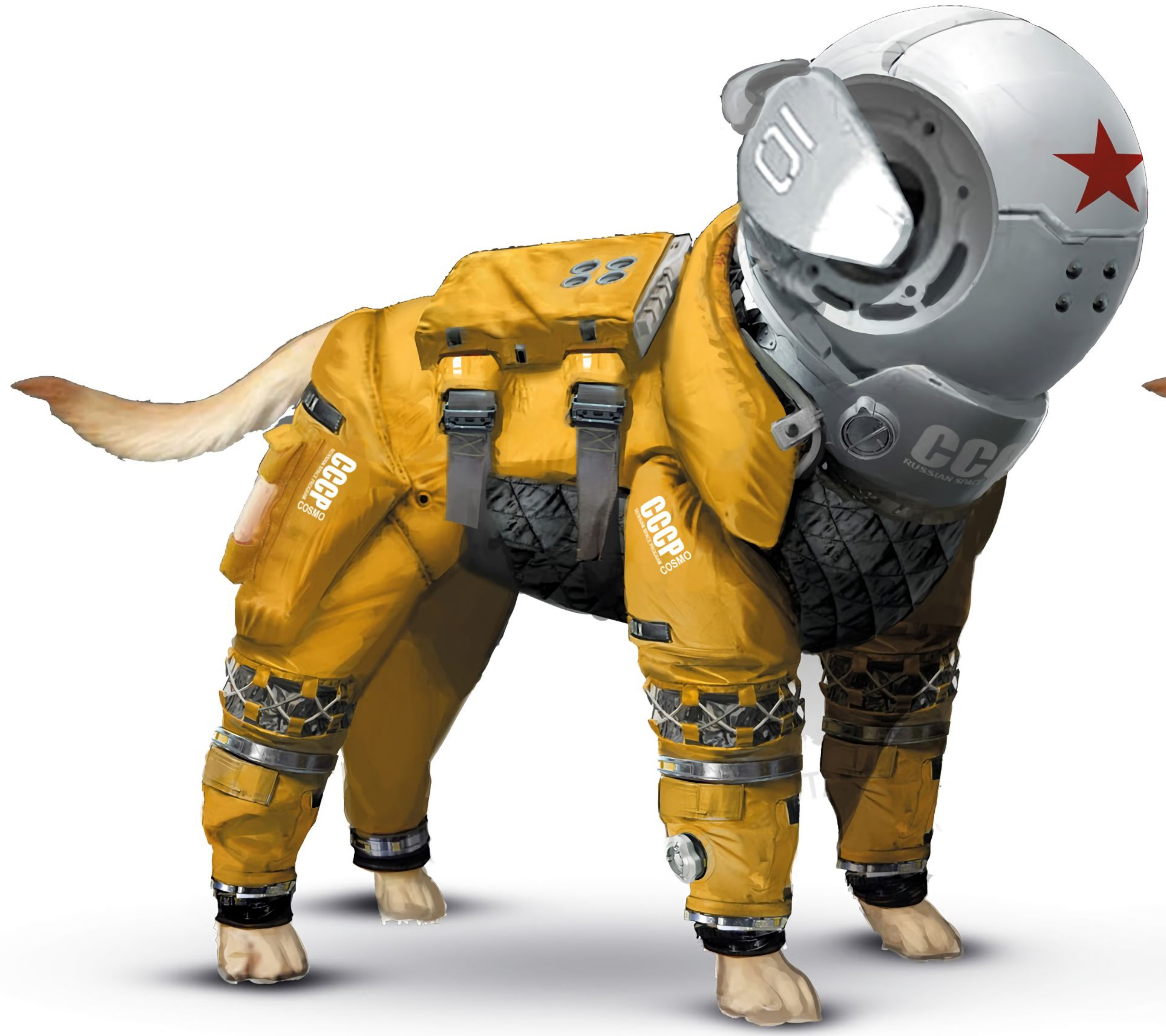


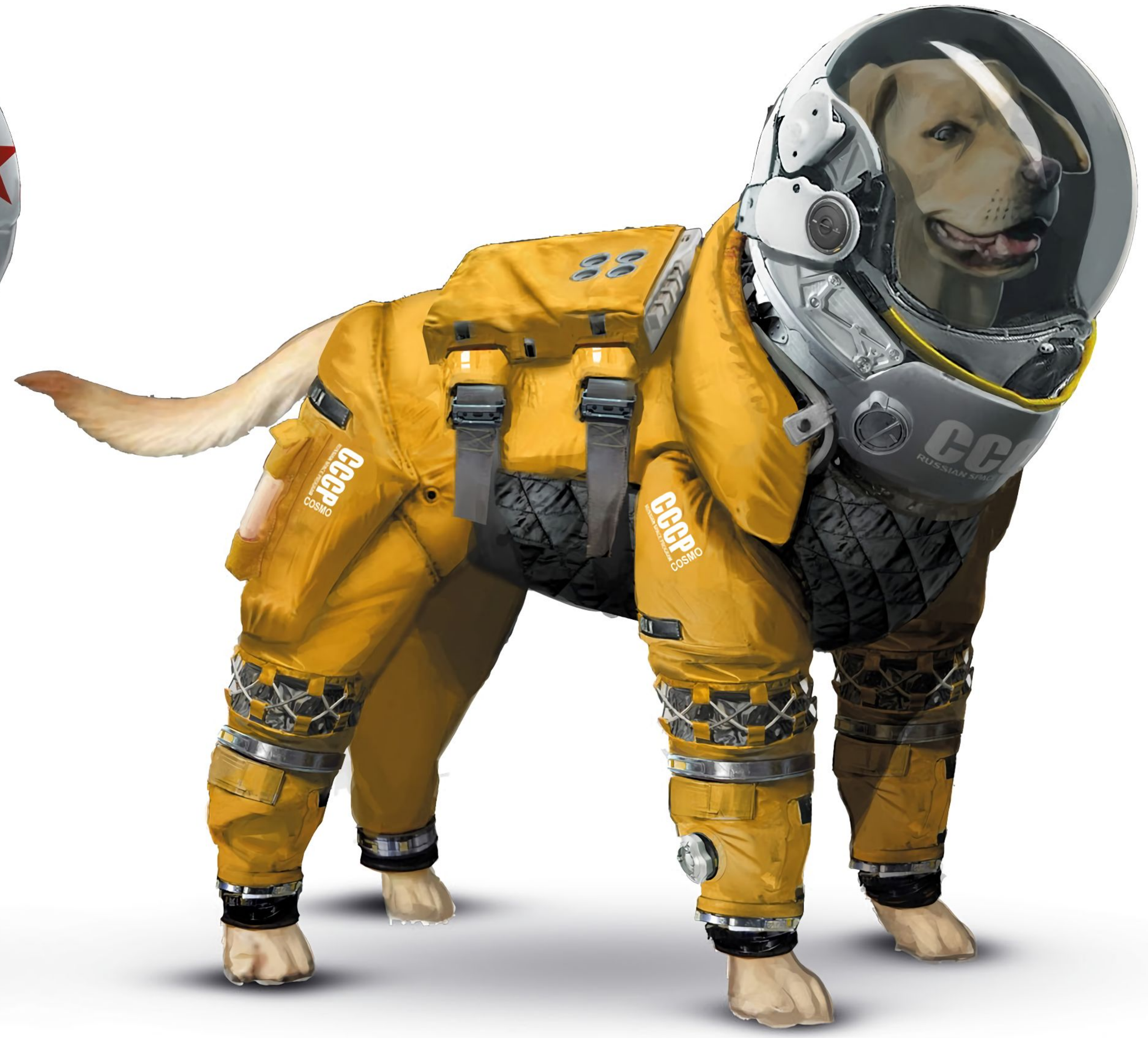


COSMO & PUPPY

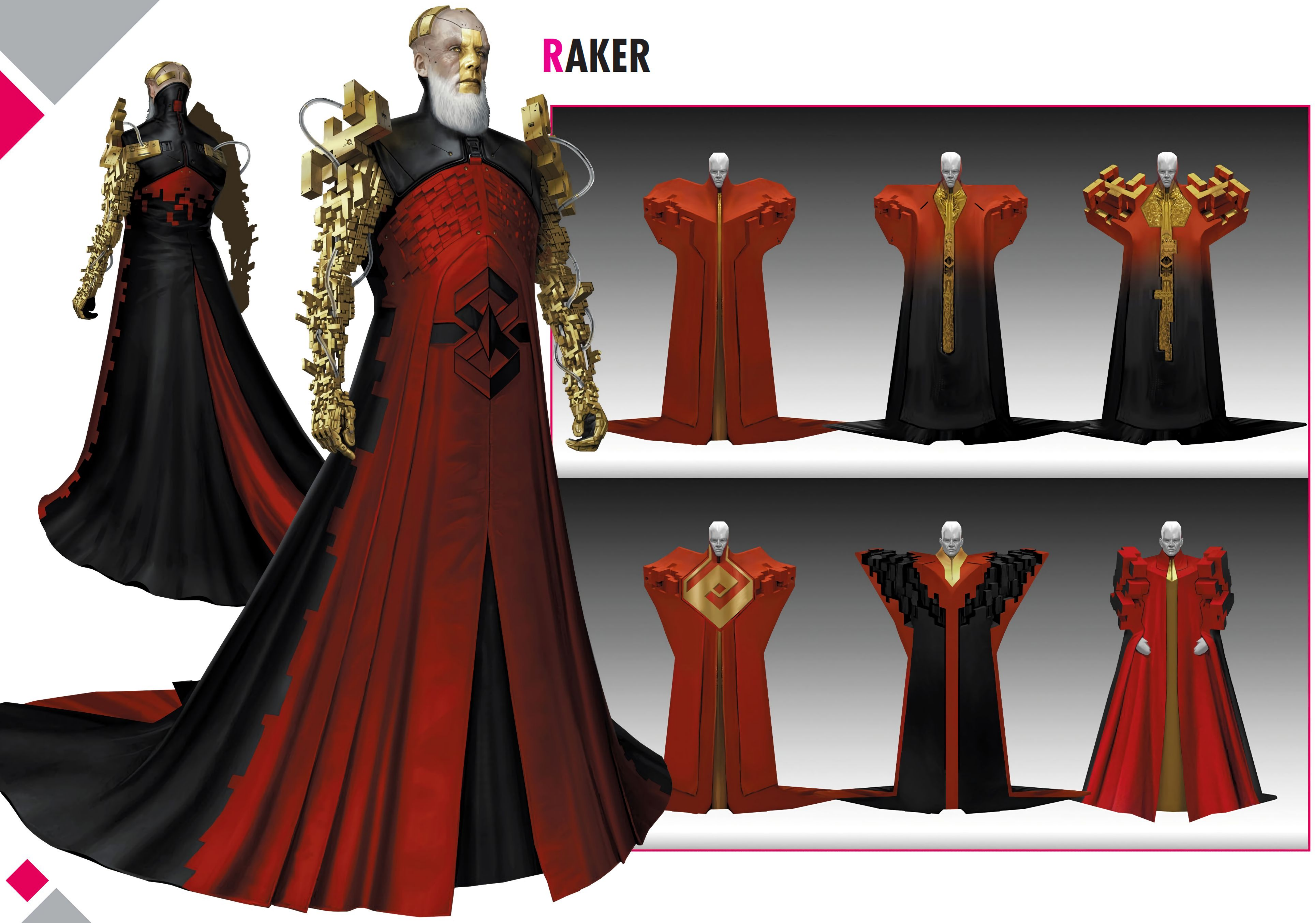

CCCP
COSMO
CCCP
RUSSIAN SPACE

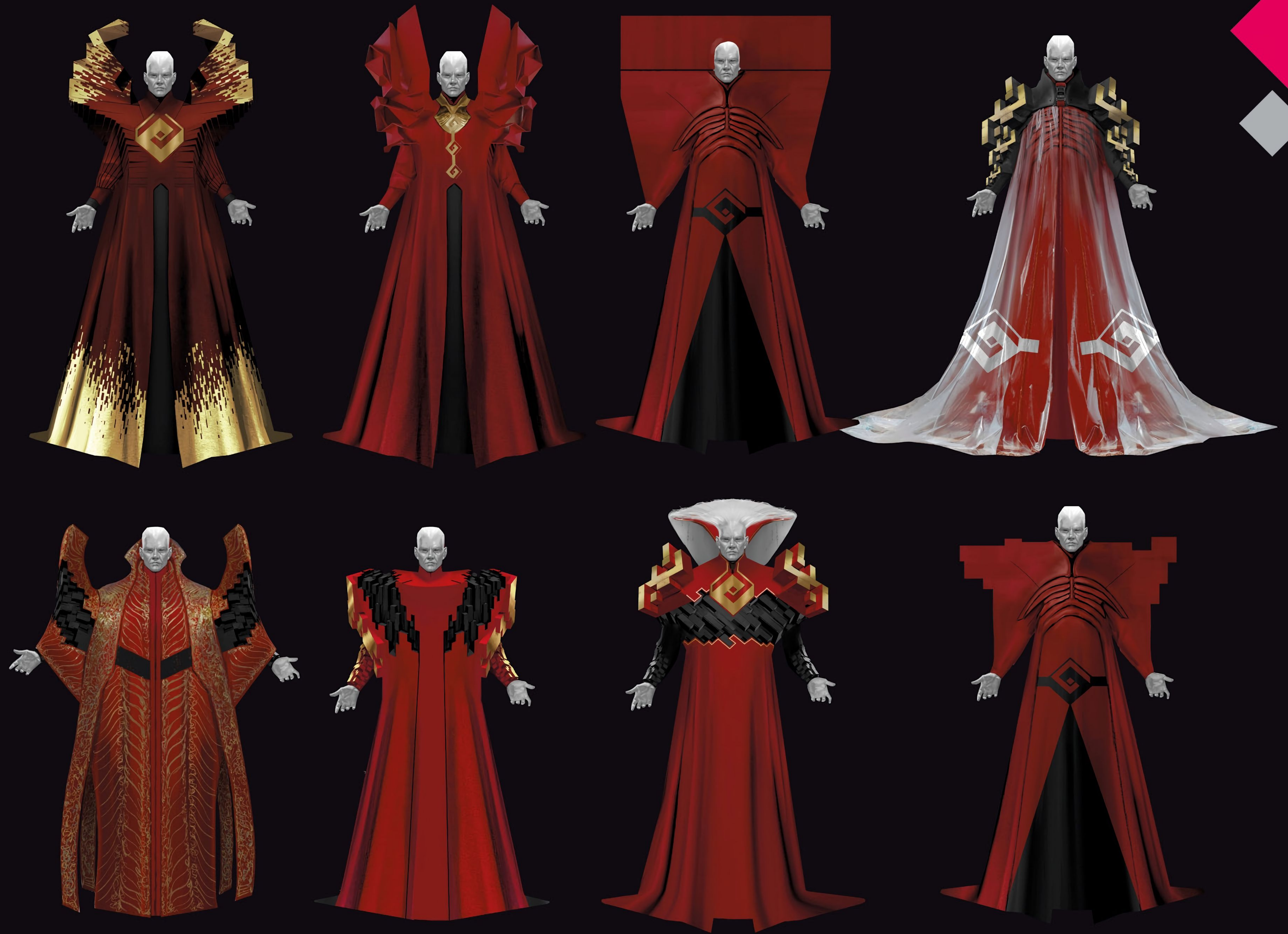






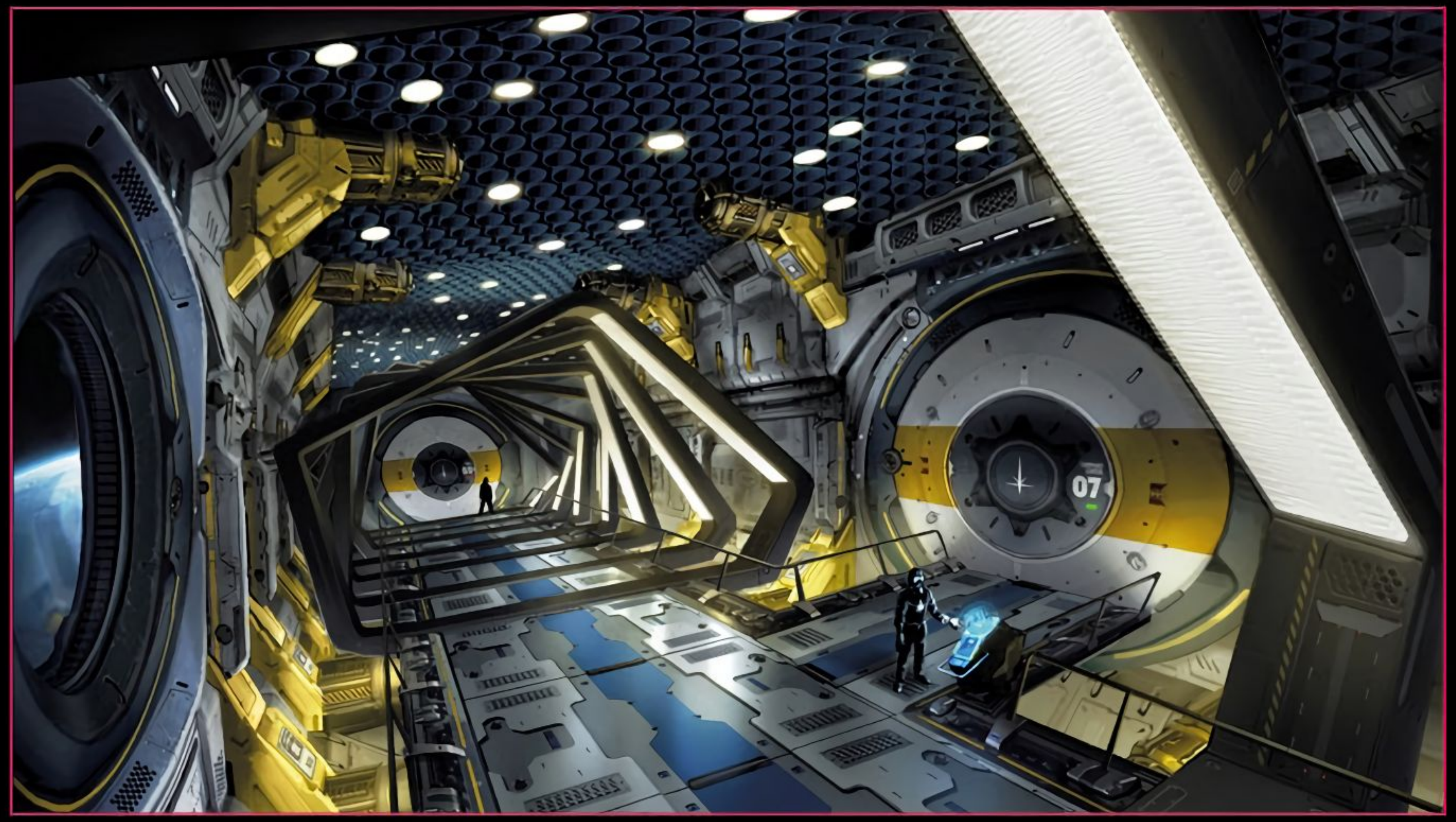
RAKER

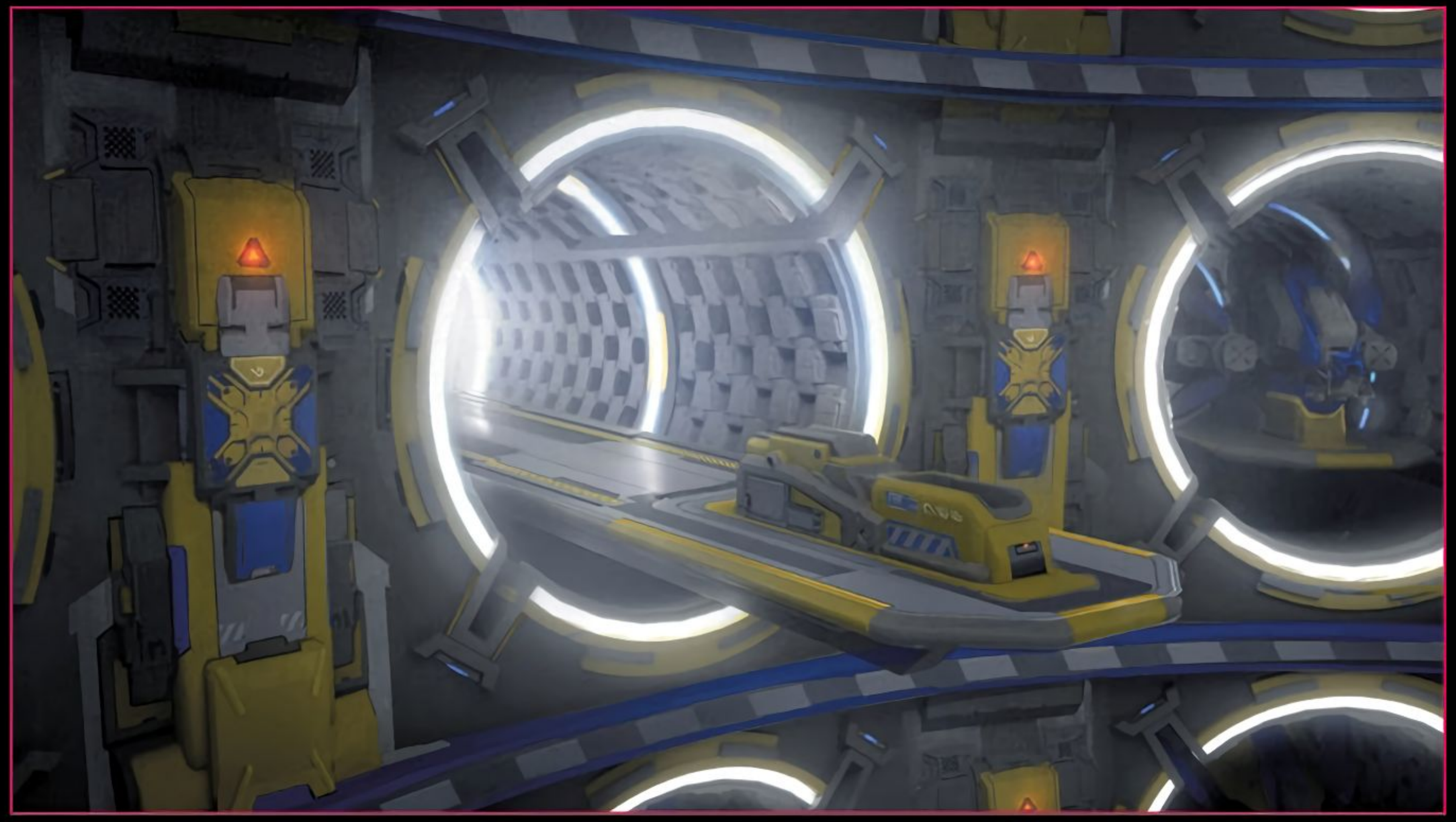


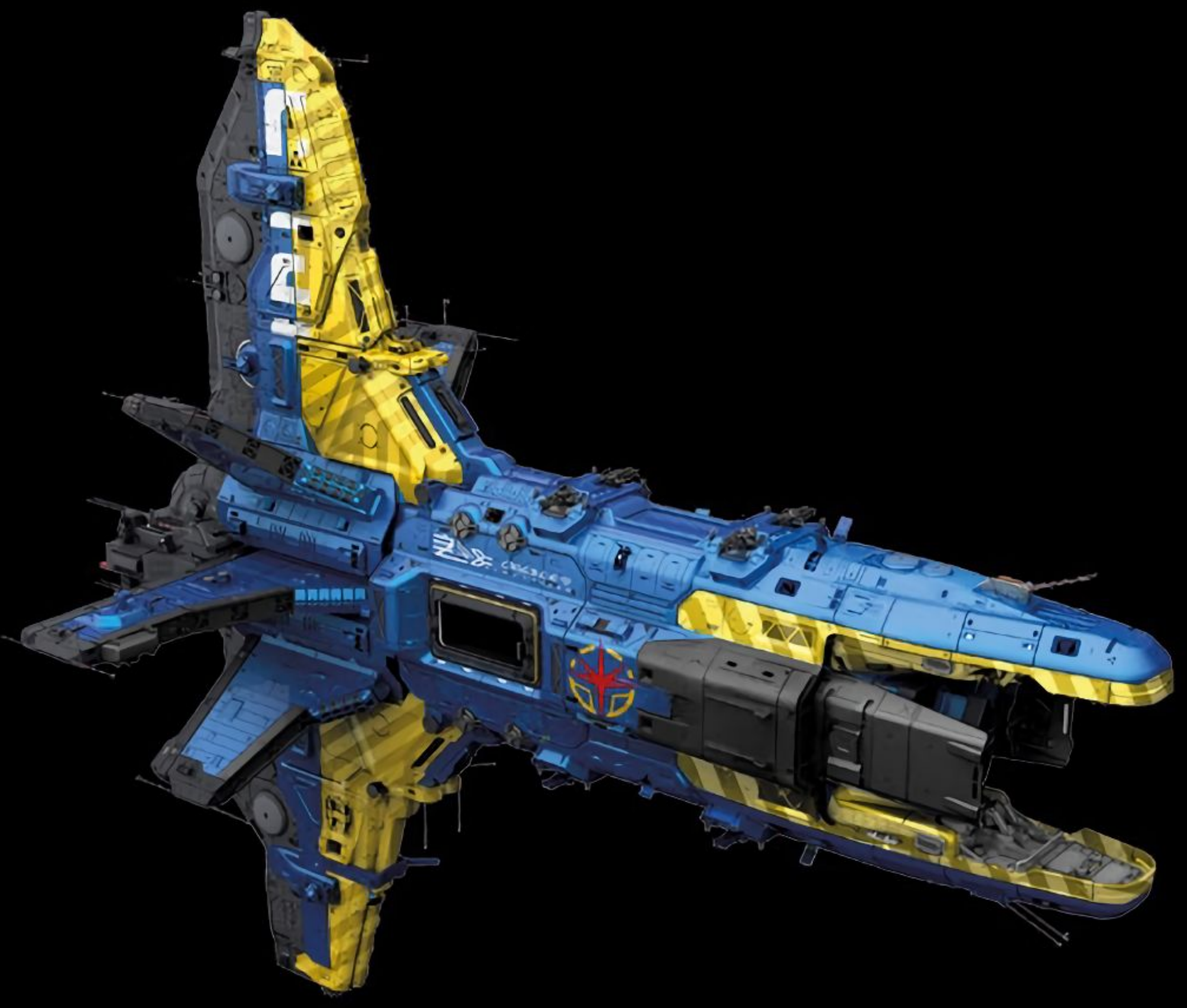


MANTIS

HALA'S HOPE







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